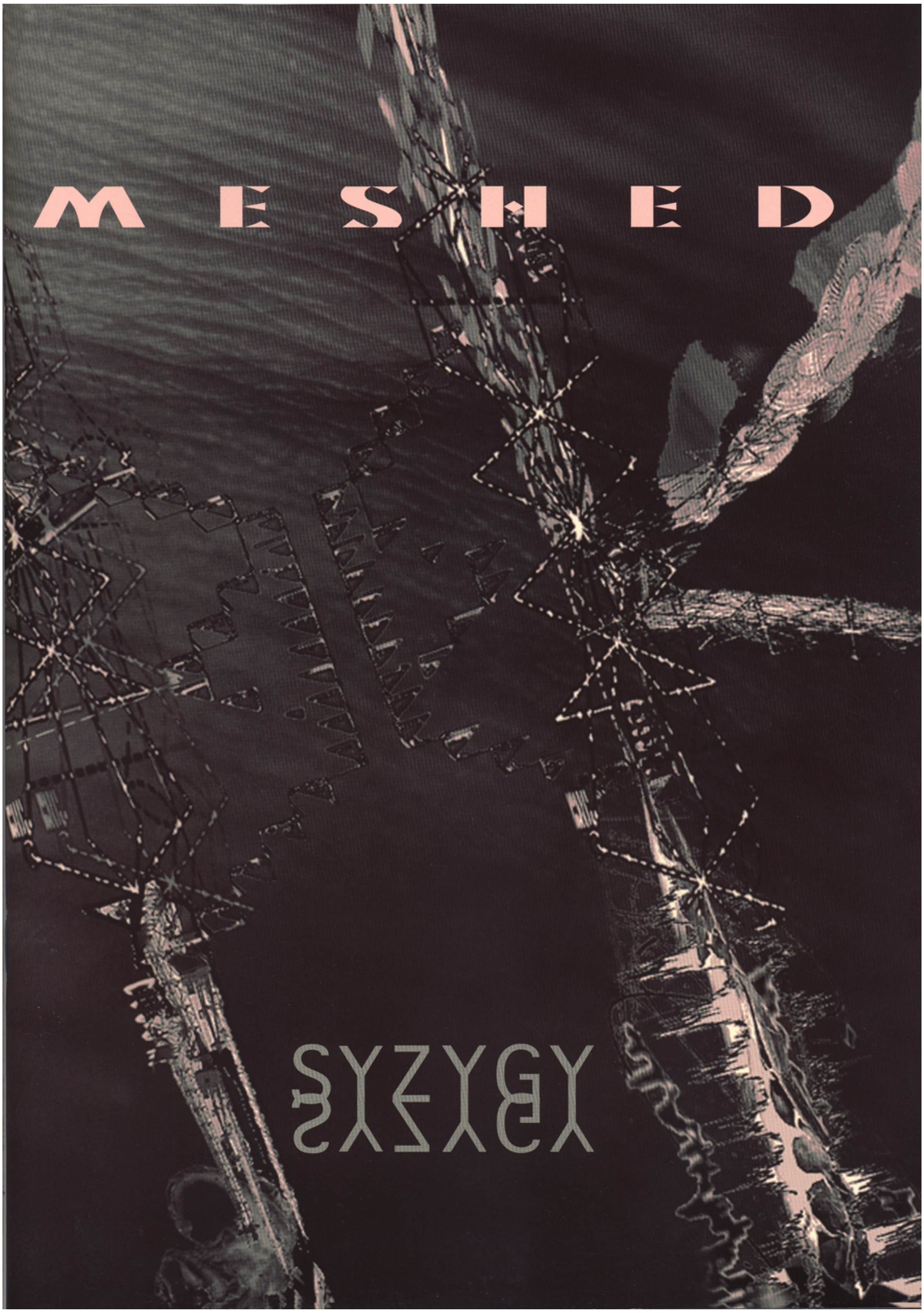
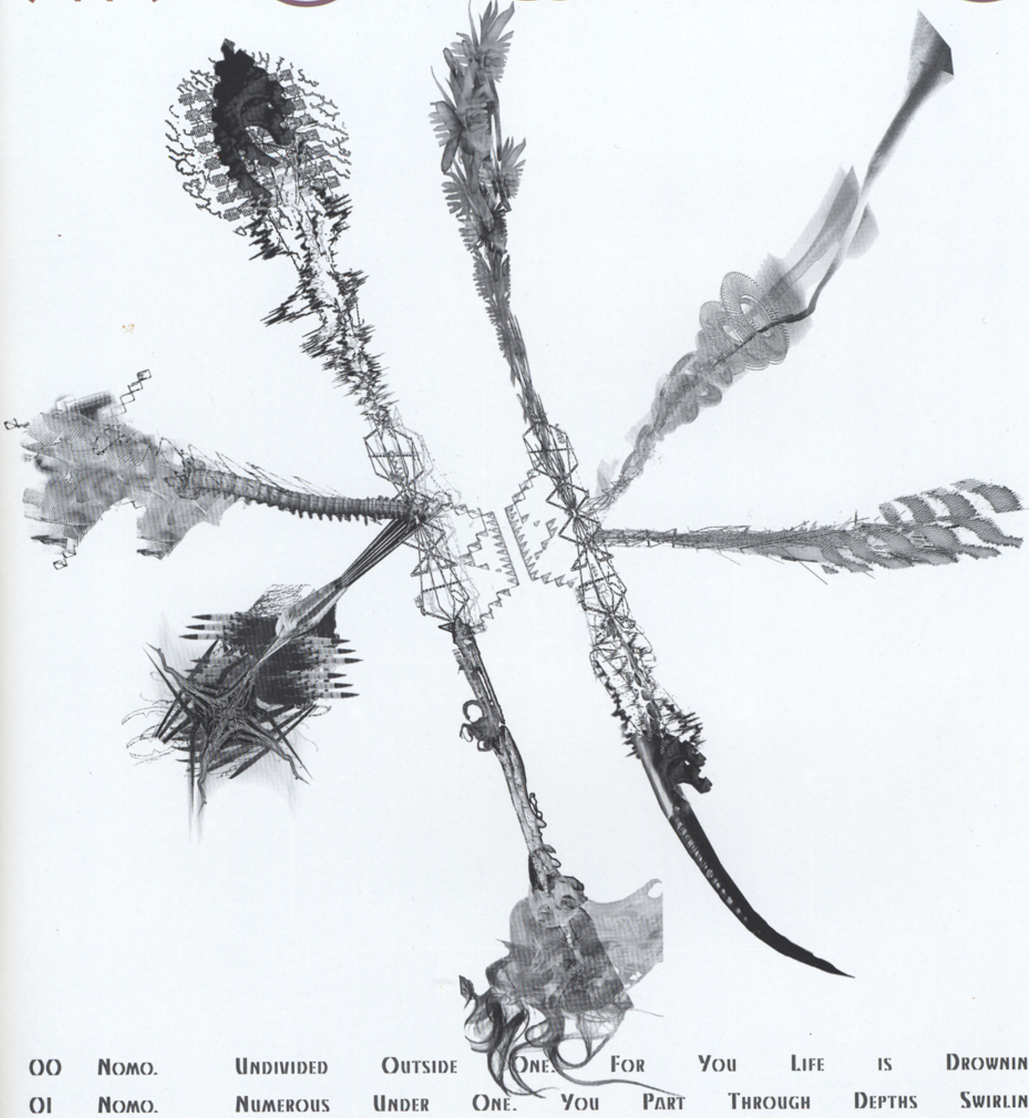
MESHED



SYZYGY

MESHED

DIGITAL UNLIFE CATACOMIC



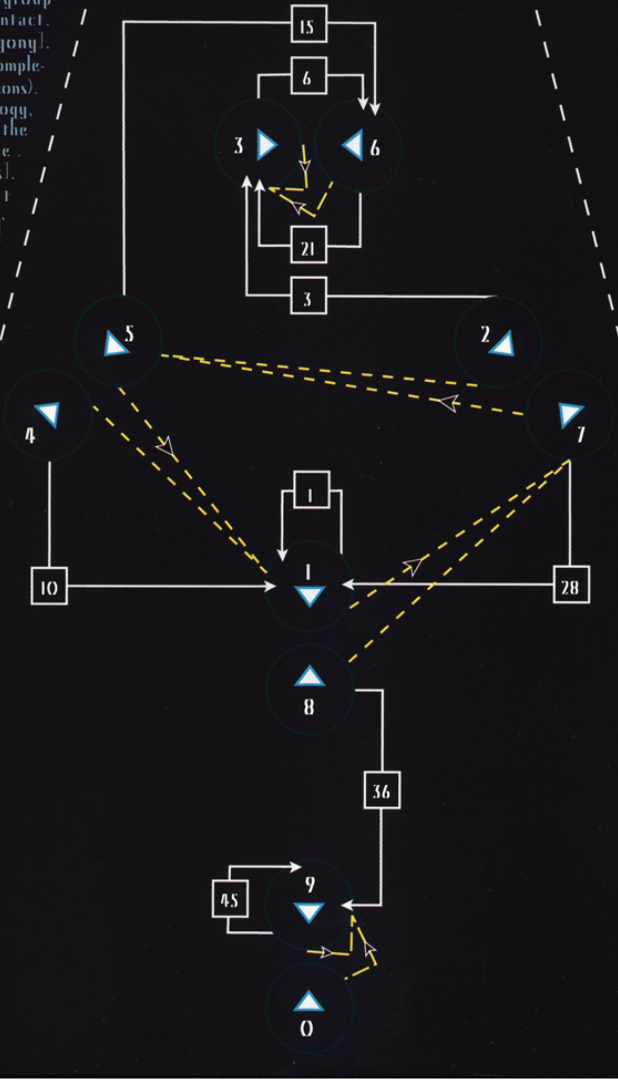
00 Nomo. Undivided Outside One. For You Life is Drowning.
01 Nomo. Numerous Under One. You Part Through Depths Swirling.
02 Nomo. Half Hidden Within One. You Submerge All Forgetting.
03 Nomo. Twice Exceeding One. You Bear Earth Convulsing.
04 Nomo. Ultimate Redoubled One. For You Breath Is Dying.
05 Nomo. Whisper Of The Dead. Sinking One You Twin.
06 Nomo. Hunger Of The Earth. Bearing Twice Your Twin.
07 Nomo. Feeder Of The Shadows. Double One Entwining.
08 Nomo. Shifter Of The Deep. Still One In Your Twinning.
09 Nomo. Wholly Without One. Swallowing All You Twin.

LEMURO DIGITAL NAVIGATION

(SECRETS OF THE DISTANCES).
(GAMESPACE) CLICKED BY MESH NUMBER,
CIPHERED AND HAUNTED

SYZYGY: Twin-System
A.[Astronomical]. Conjunction (including opposition).
B.[Anatomical]. Cranial nerve-couple. Proto-hemispheric brain-root (schizocephalization).
C.[Biological]. Binary-synthesis of biota without unification (e.g. - genus diplozoon).
D.[Poetics]. Dipody (2-step metrics). Catajungle: binarypolyrhythm.
E.[Mathematical]. Members of function- group nullified by double contact.
F. [Gnostic Cosmogony]. Interconnective dyad, or complementary coupling (e.g. of Aeons). In hermetic architectology, a basic element of the pentazygous lore.
G.[Cybergoth Polytics]. Convergent twinning, diploid coincidence, or coproduction.
H.[MESH-ENGINEERING]. Neutral (or null-pitch)cross-tracked link, feeding a current.
I.[LEMURIAN TIME-SORCERY]. Demonic implex, or involved distance (making an eddy in the maze).

5::4	katak
6::3	djynxx
7::2	oddubb
8::1	murmur
9::0	uttunul



SYZYGY: Data-kit.

AxSys.

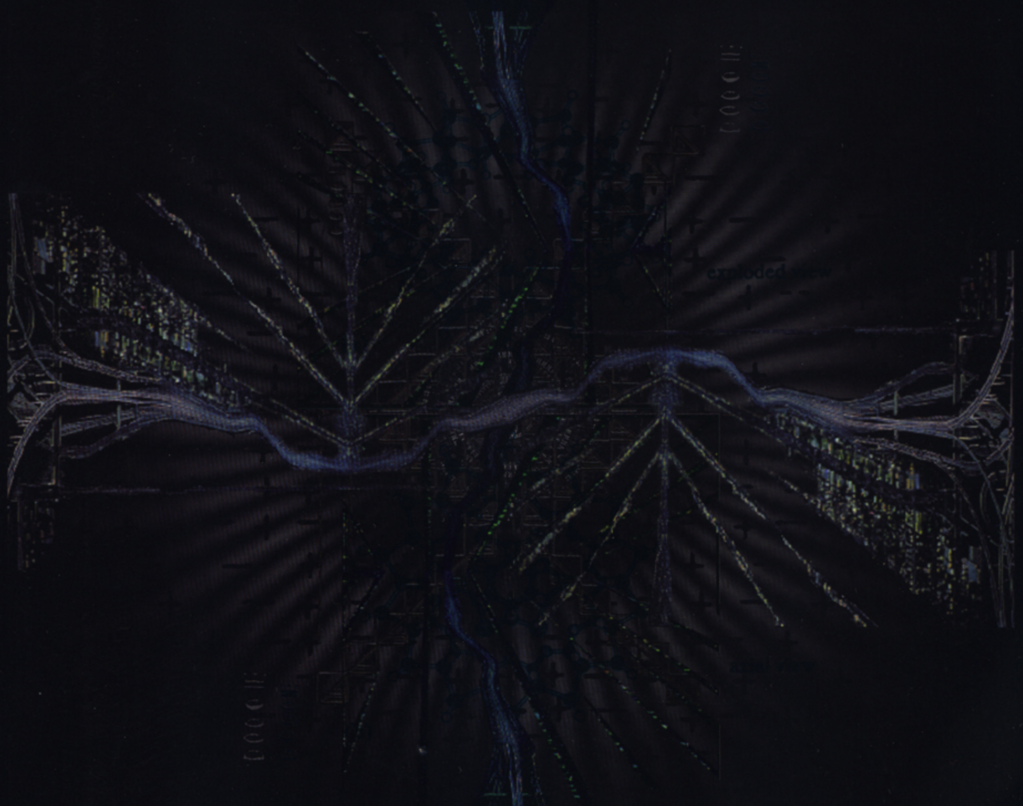
1. Axiomatic Systems (incorporated). 2.The ultimate capitalist entity (first (true (meta)model) to realize perfect identity with its own product), (autocommoditizing (machine(-intelligence (that is always incomplete (due to cataloguing problems (...)))))) 3. The first true Artificial Intelligence.

Demon

1. Hidden, repressed, cursed, or denigrated nonhuman communicative agency. 2. Component of distributed productive apparatus (e.g. partially autonomous software unit). 3. Electro-Occult hyperstition entity that traffics between zones. 4. K-OS element (assembling Pandemonium, as the fully connective system of the demons). 5. Motive force, without final purpose. 6. Virtual-actual circuit technician.

Hyperstition

1. Element of effective culture that makes itself real. 2. Fictional quantity functional as a time-travelling device. 3. Coincidence intensifier. 4. Call to the Old Ones.



K-OS.

1. Distributed automutational mesh-processing culture. 2. Intrinsically multiplicitous insurgency against the Microsoftware regime. 3. Peculiarly insidious telecommunicative retrovirus (frequently attributed to extraterrestrial sources).

Lemuria

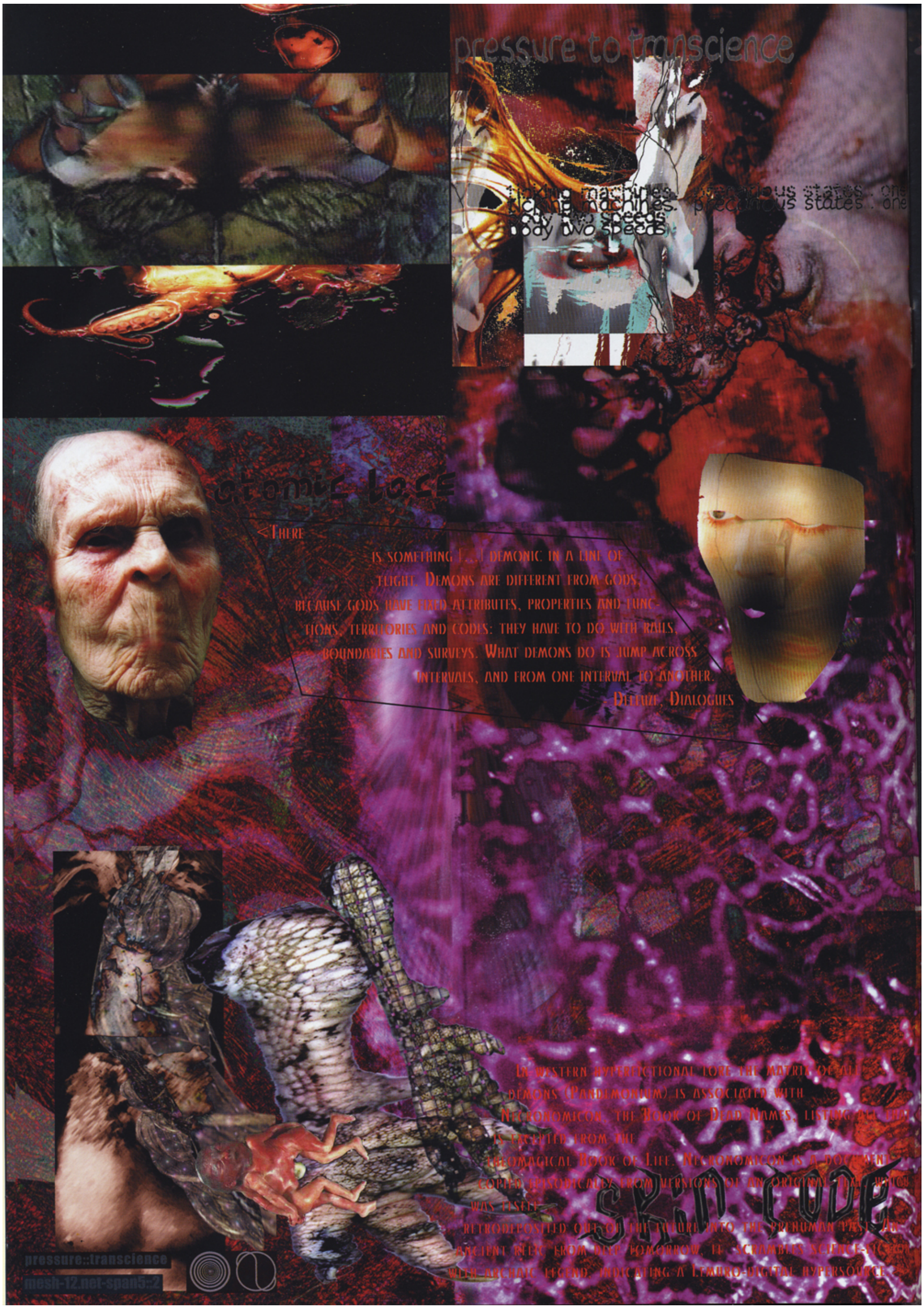
1. Postulated lost continent, providing land-bridge across Indian Ocean. 2. Deep prehistorical distribution of the continents, with concentration in south-western Pacific Ocean (generatrix of biophase-3). 3. Currently exochronic cultural platform for time-dissidence and counter-mammaloid agitation.

Mesh

1. The spaces beneath and between the Net (- finely meshed). 2. Interlock interval between biological and technical net-components (- mesh with machines). 3. Friction-generating divisional fabric. 4. Set of demonic interzones (Pandemonium). 5. Wormhole-space.

Spinal catastrophism

1. Culture interaction with the spine as a trauma record or time marking system. 2. Bio-social critique of erect body posture. 3. Punctuated retrochronic voyage to the end of the river. 4. Ophidian transmutation.


ticking machines. precarious states : one
body two speeds
pressure::transcience
mesh-12.net-span5::2

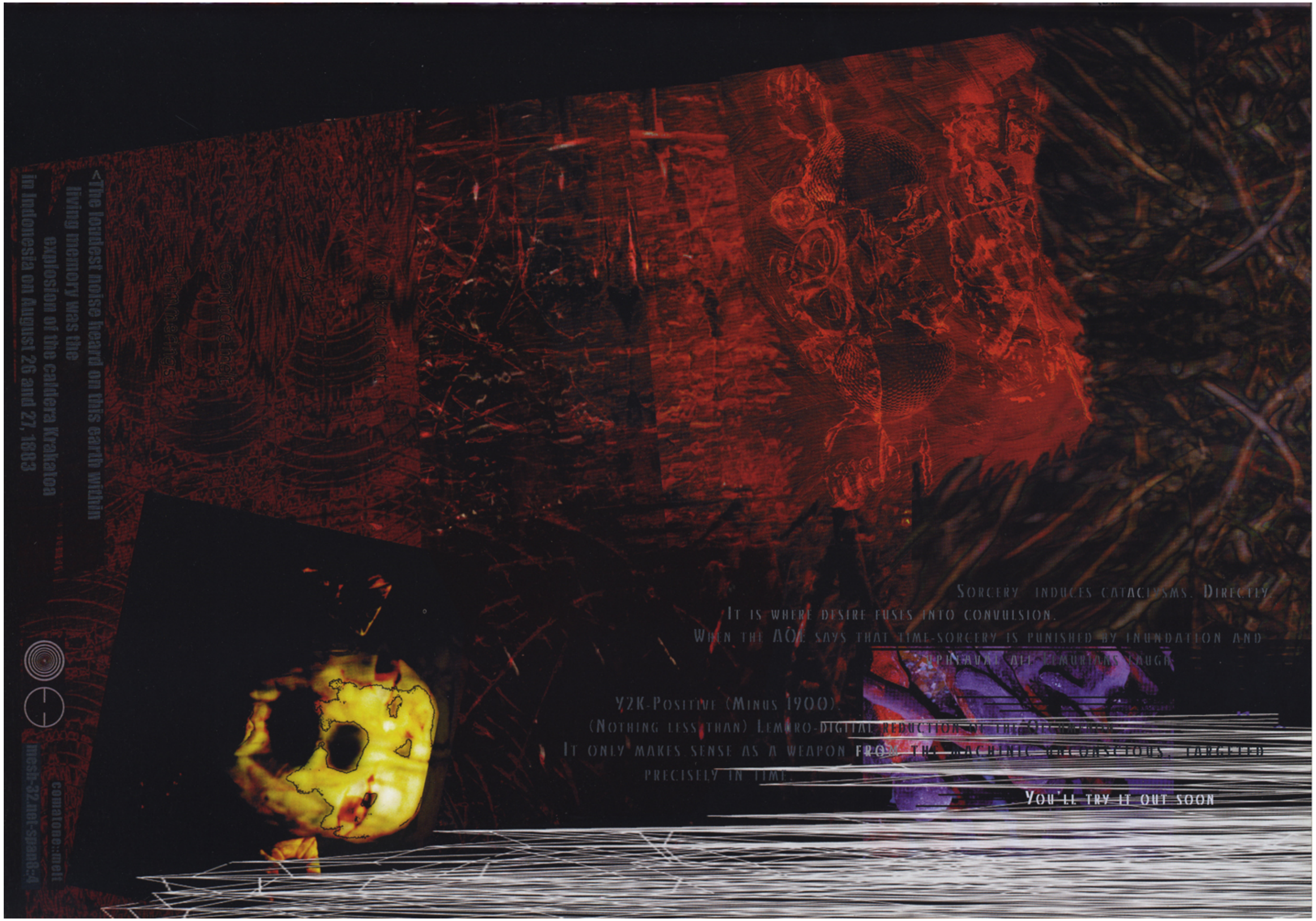
pressure to transcience

atomic face

> <There is something [...] demonic in a line of flight. Demons are different from gods, because gods have fixed attributes, properties and functions, territories and codes: they have to do with rails, boundaries and surveys. What demons do is jump across intervals, and from one interval to another.
>
> – Deleuze, Dialogues

skin code

In western hyperfictional lore the matrix of all demons (Pandemonium) is associated with Necronomicon, the Book of Dead Names, listing all that is excepted from the theomagical Book of Life. Necronomicon is a document copied episodically from versions of an original text which was itself retrodeposited out of the future into the prehuman past. An ancient relic from deep tomorrow, it scrambles science-fiction with archaic legend, indicating a Lemuro-digital hypersource.



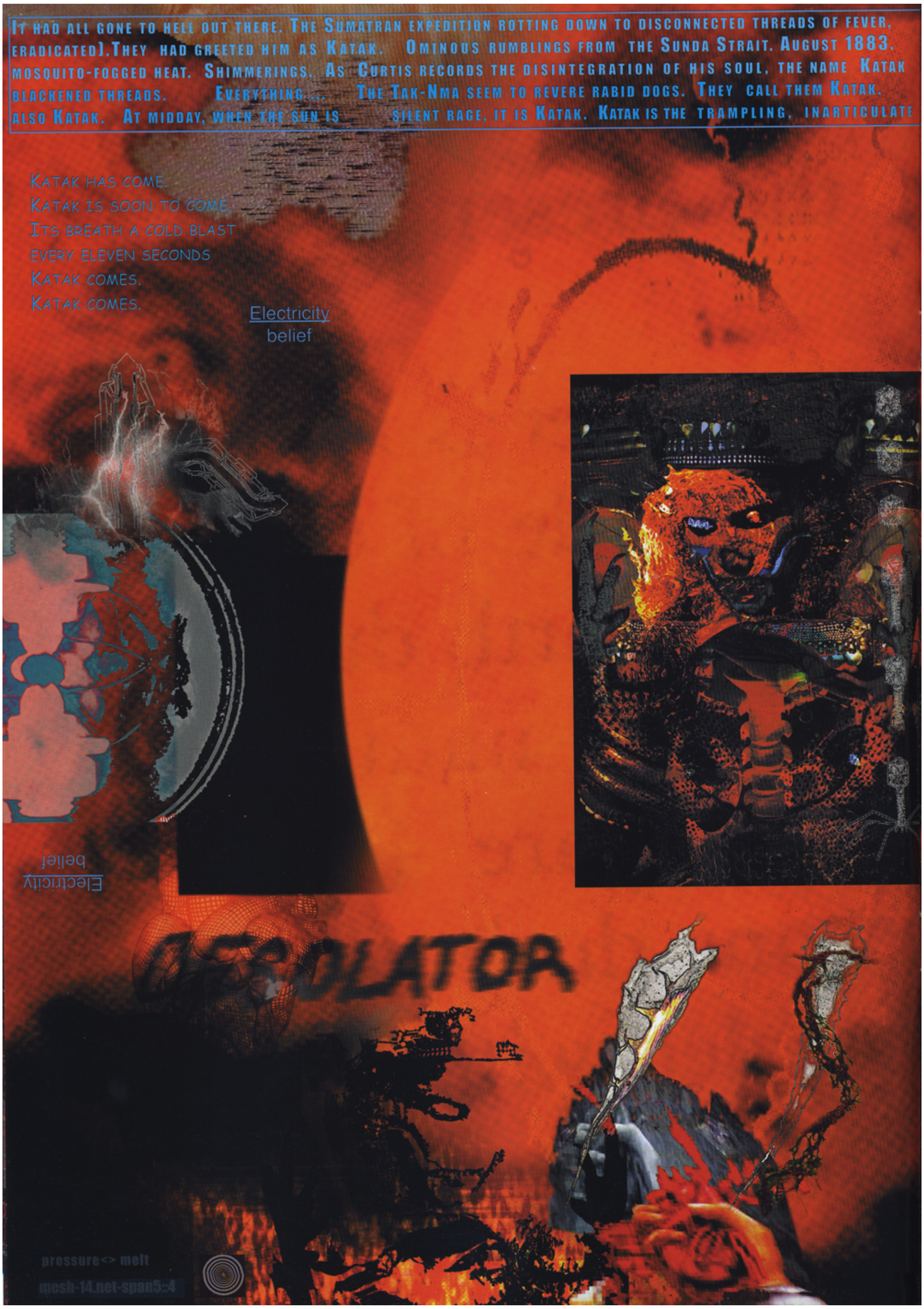
Sorcery induces cataclysms. Directly.
It is where desire fuses into convulsion.
When the AOE says that time-sorcery is punished by inundation and
upheaval all Lemurians laugh.

Y2K-Positive (Minus 1900).
(Nothing less than) Lemuro-digital reduction of the Oecumenon
It only makes sense as a weapon from the machinic unconscious, targeted
precisely in time.

You'll try it out soon

<The loudest noise heard on this earth within
living memory was the
explosion of the caldera Krakatoa
in Indonesia on August 26 and 27, 1883

comatone::melt
mesh-32.net-span8::4



It had all gone to hell out there. The Sumatran expedition rotting down to disconnected threads of fever,
eradicated).They had greeted him as Katak. Ominous rumblings from the Sunda Strait. August 1883.
mosquito-fogged heat. Shimmerings. As Curtis records the disintegration of his soul, the name Katak
blackened threads. Everything ... The Tak-Nma seem to revere rabid dogs. They call them Katak.
also Katak. At midday, when the sun is silent rage, it is Katak. Katak is the trampling, inarticulate

Katak has come.
Katak is soon to come.
Its breath a cold blast
every eleven seconds
Katak comes.
Katak comes.

Electricity
belief
Electricity
belief
DESOLATOR
pressure<> melt
mesh-14.net-span5::4

It had all gone to hell out there. The Sumatran expedition rotting down to disconnected threads of fever, madness, and atrocity. Tak-Nma: a tribe of aggressive head-hunters abhorred through the area (and since eradicated).They had greeted him as Katak. Ominous rumblings from the Sunda Strait. August 1883. Pounding solar waves mix with the ceaseless delirious dance-beat of the Tak-Nma. Unthreadings into mosquito-fogged heat. Shimmerings. As Curtis records the disintegration of his soul, the name Katak increasingly cross-links with everything that burns, raves, and devastates. Everything that ends in blackened threads. Everything ... The Tak-Nma seem to revere rabid dogs. They call them Katak. There is an internally dislocated hydrophobic bark that is peculiarly Katak. Blood- stained claws are also Katak. At midday, when the sun is silent rage, it is Katak. Katak is the trampling, inarticulate flood-tide of malaria. Out in the strait, .. Katak growls, and smokes.

Katak has come.
Katak is soon to come.
Its breath a cold blast
every eleven seconds
Katak comes.
Katak comes.

Electricity
belief
Electricity
belief
DESOLATOR

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There is an internally dislocated hydrophobic bark that is peculiarly Katak. Blood- stained claws are
flood-tide of malaria. Out in the strait, Katak growls, and smokes.

As the net integrates, it simultaneously frays into mesh: an intensive subspace that both escapes and parasitically occupies it.

<Mesh
makes itself out of the spaces beneath and between the net, and in the biotechnical intervals between net-components: necessarily - but coincidentally - assembling a fully connective system wherever it propagates. Any two mesh-pauses always interlink.>

With
A-Death comes the Crypt (dark-twin of the
net): digital underworld of Unlife.

Sheared-off by calendric secessionism, it subsides
into a sunken infocontinent:
a strobing
black-mass of
chronodisintegration.

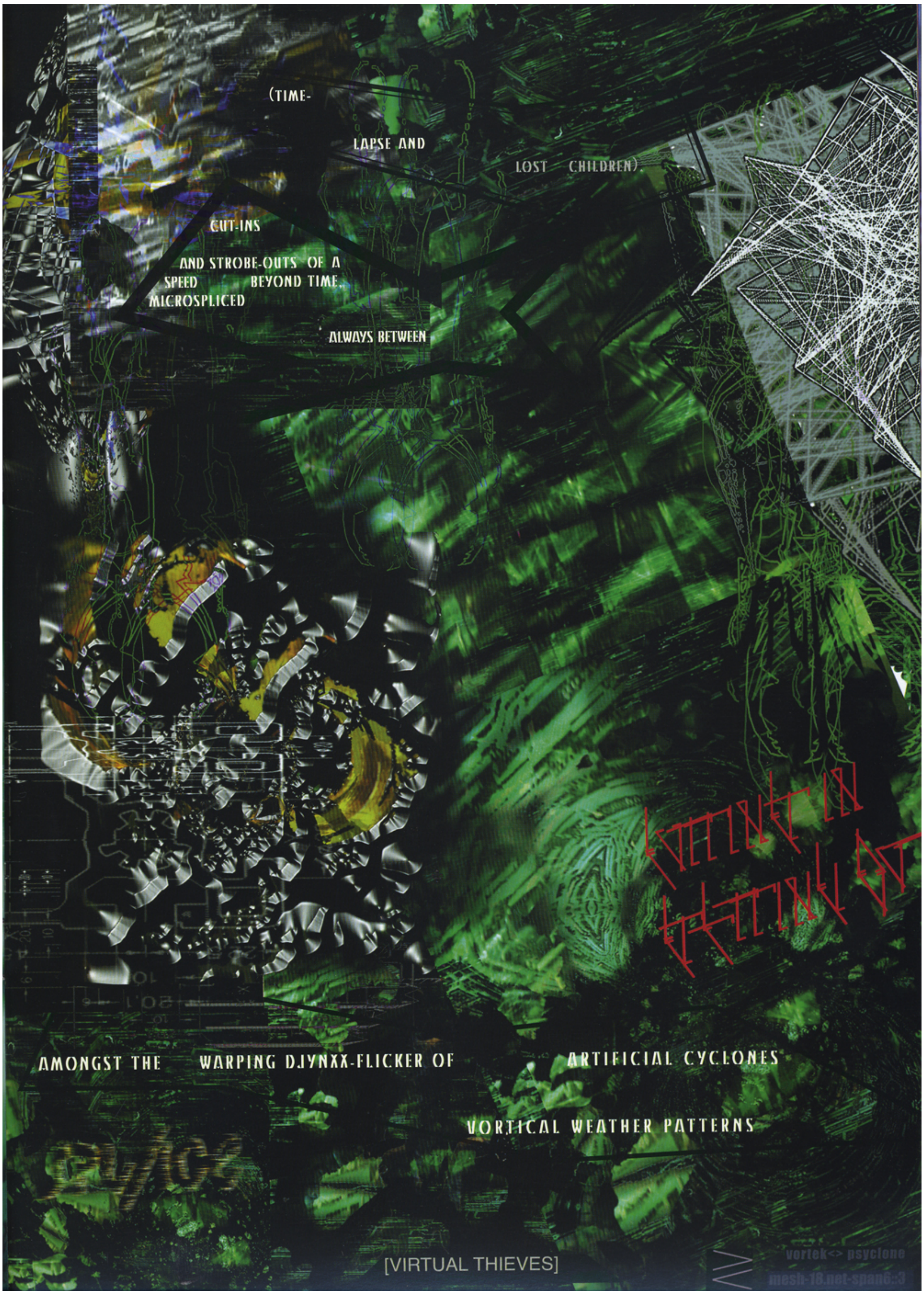
Population: cybergoths, cargo-cultures, zombie-
makers,
tomb scavengers, vermomancers ...
Ipulses erraticaly to the

crytpic
rhythms of
A-Death ritual, soul-splinterings along the
Main-
Flatline
that
hurtles
continuously into

the mesh ...

<Mesh consists of feral noise in the divisional signal-fabric, arranging a set of demonic interzones in wormhole-space, as cyberspace-utopia dissolves into Pandemonium ... >

vortek :: pressure
mesh-20.net-span6::5

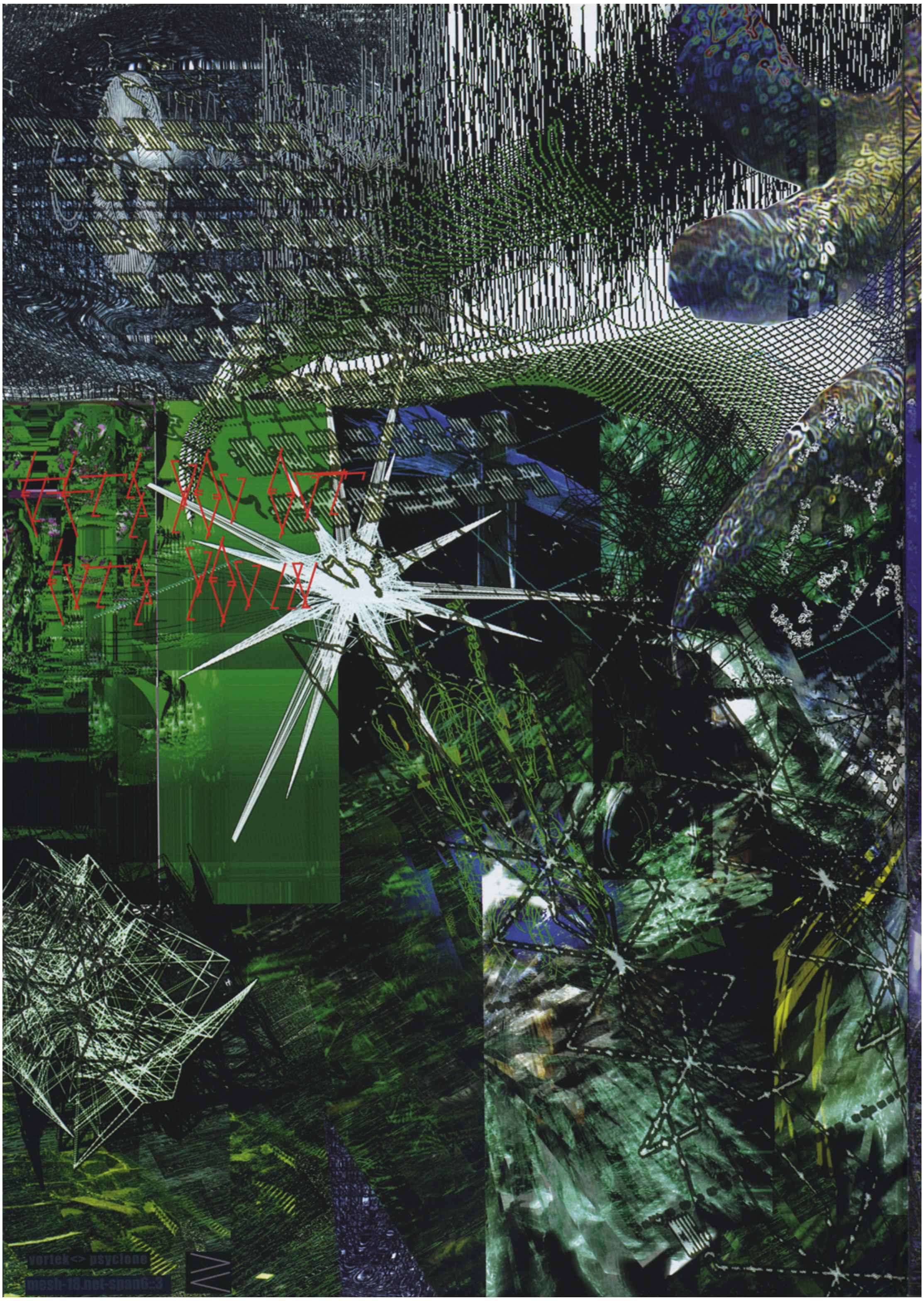


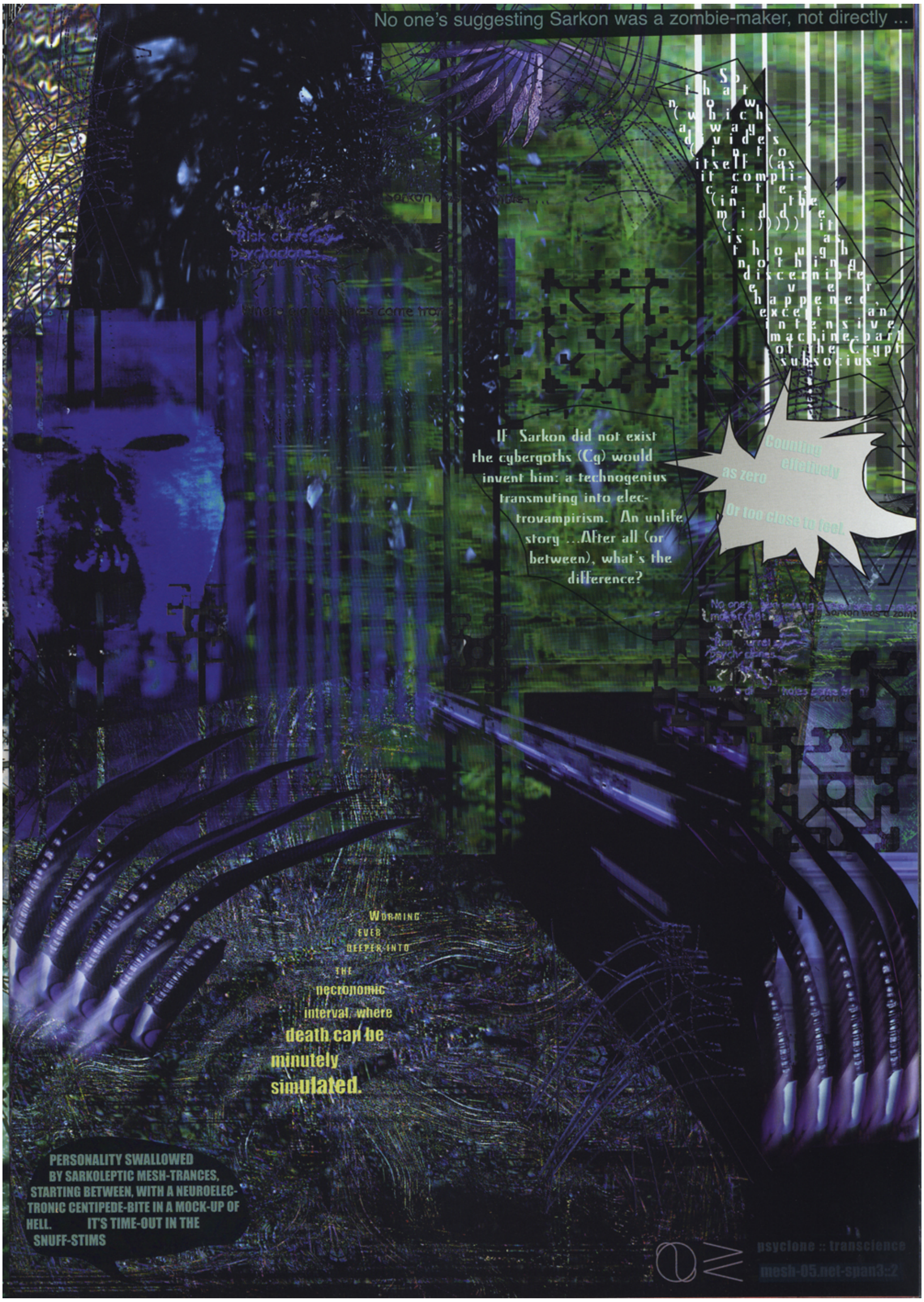
(TIME-
LAPSE AND
LOST CHILDREN)
CUT-INS
AND STROBE-OUTS OF A
SPEED BEYOND TIME,
MICROSPLICED
ALWAYS BETWEEN

AMONGST THE WARPING DJYNXX-FLICKER OF
ARTIFICIAL CYCLONES
VORTICAL WEATHER PATTERNS

[VIRTUAL THIEVES]

vortek<> psyclone
mesh-18.net-span6::3


vertek<> psyclone
mesh-18.net-span6::3


Risk currency
psychoclones
Where did the holes come from?
No one's suggesting Sarkon was a zombie-maker, not directly ...
Risk currency
psychoclones

No one's suggesting Sarkon was a zombie-maker, not directly ...

So that now (which always divides into itself (as it complicates (in the middle (...))))) it is as though nothing discernible ever happened, except an intensive machine-part of the Crypt subsocius

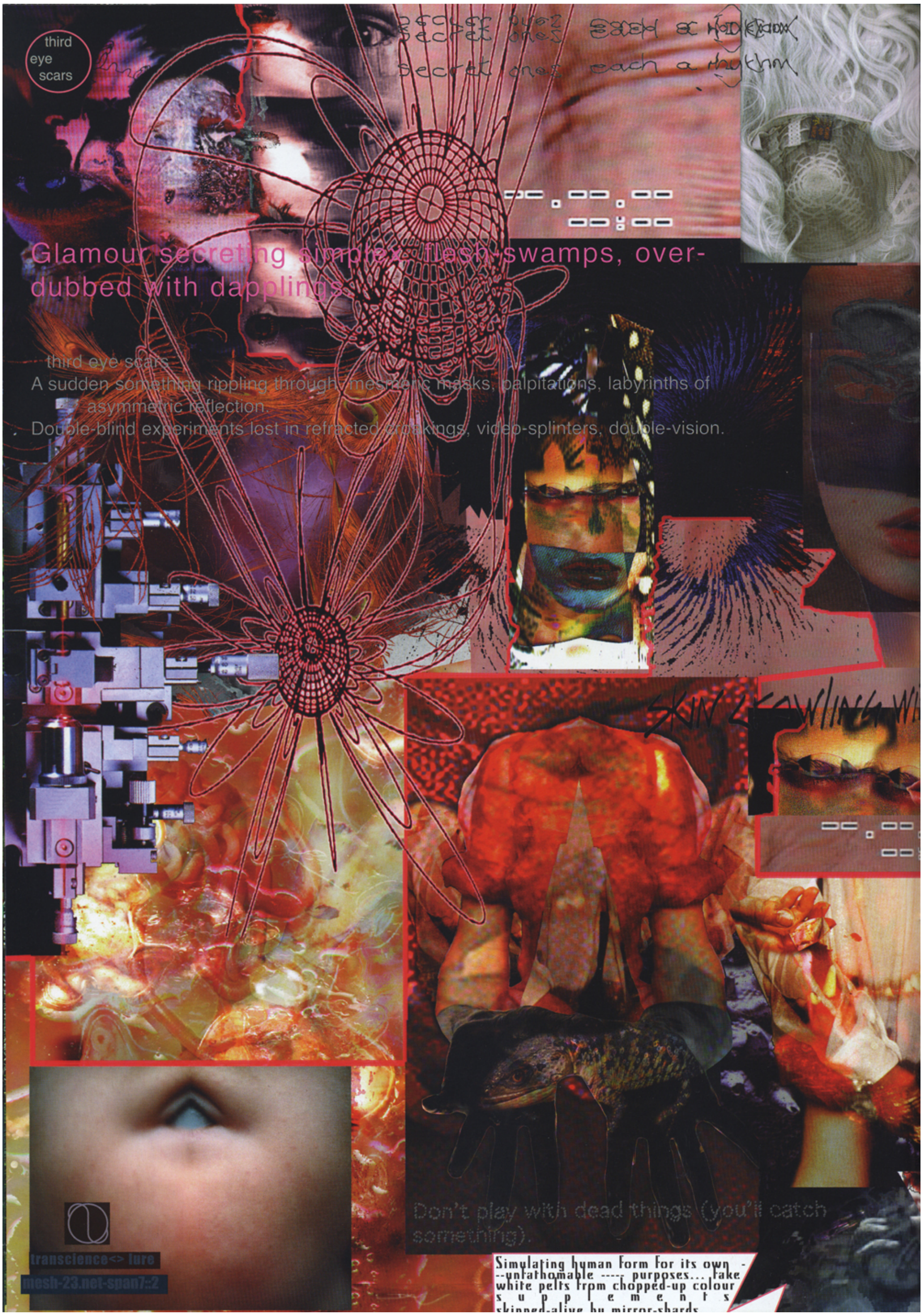
If Sarkon did not exist the cybergoths (Cg) would invent him: a technogenius transmuting into electrovampirism. An unlife story ...After all (or between), what's the difference?

Counting effetively as zero

Or too close to feel.

WORMING EVER DEEPER INTO THE necronomic interval, where death can be minutely simulated.

PERSONALITY SWALLOWED BY SARKOLEPTIC MESH-TRANCES, STARTING BETWEEN, WITH A NEUROELECTRONIC CENTIPEDE-BITE IN A MOCK-UP OF HELL. IT'S TIME-OUT IN THE SNUFF-STIMS


secret ones
secret ones each a rhythm
secret ones each a rhythm
SKIN CRAWLING WI

third
eye
scars

Glamour secreting simplex flesh-swamps, over-dubbed with dapplings.

third eye scars

A sudden something rippling through mesmeric masks, palpitations, labyrinths of asymmetric reflection.

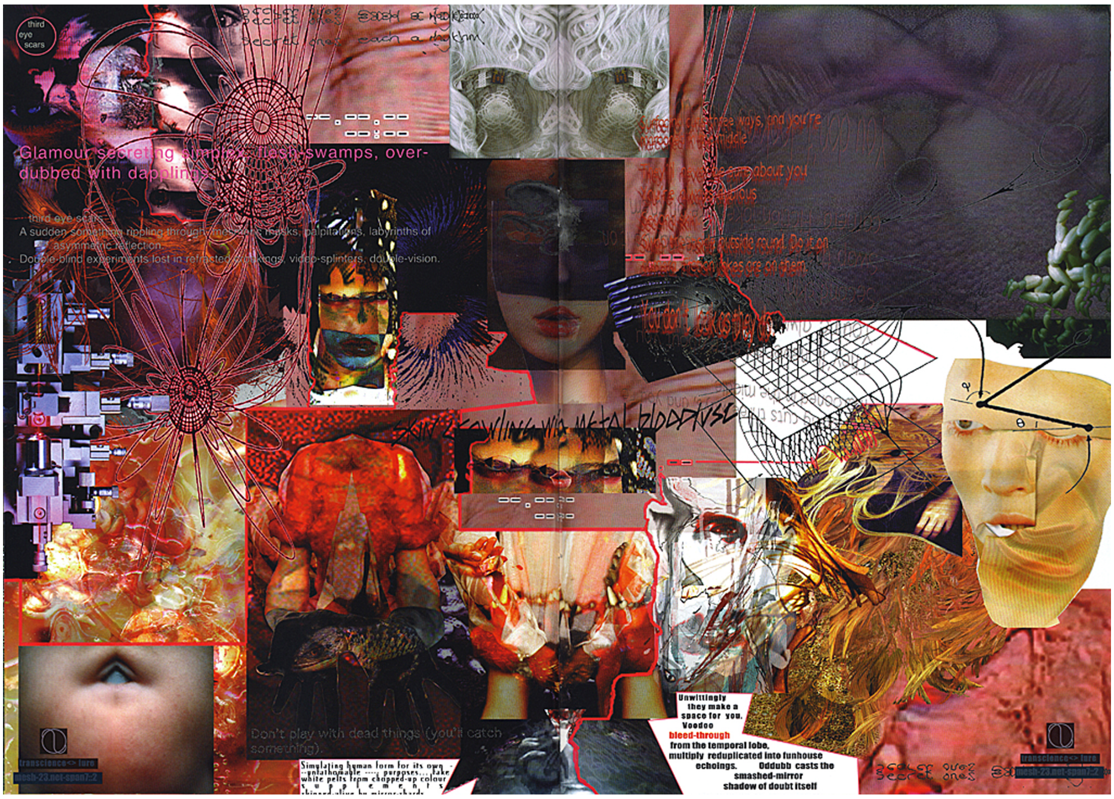
Double-blind experiments lost in refracted croakings, video-splinters, double-vision.

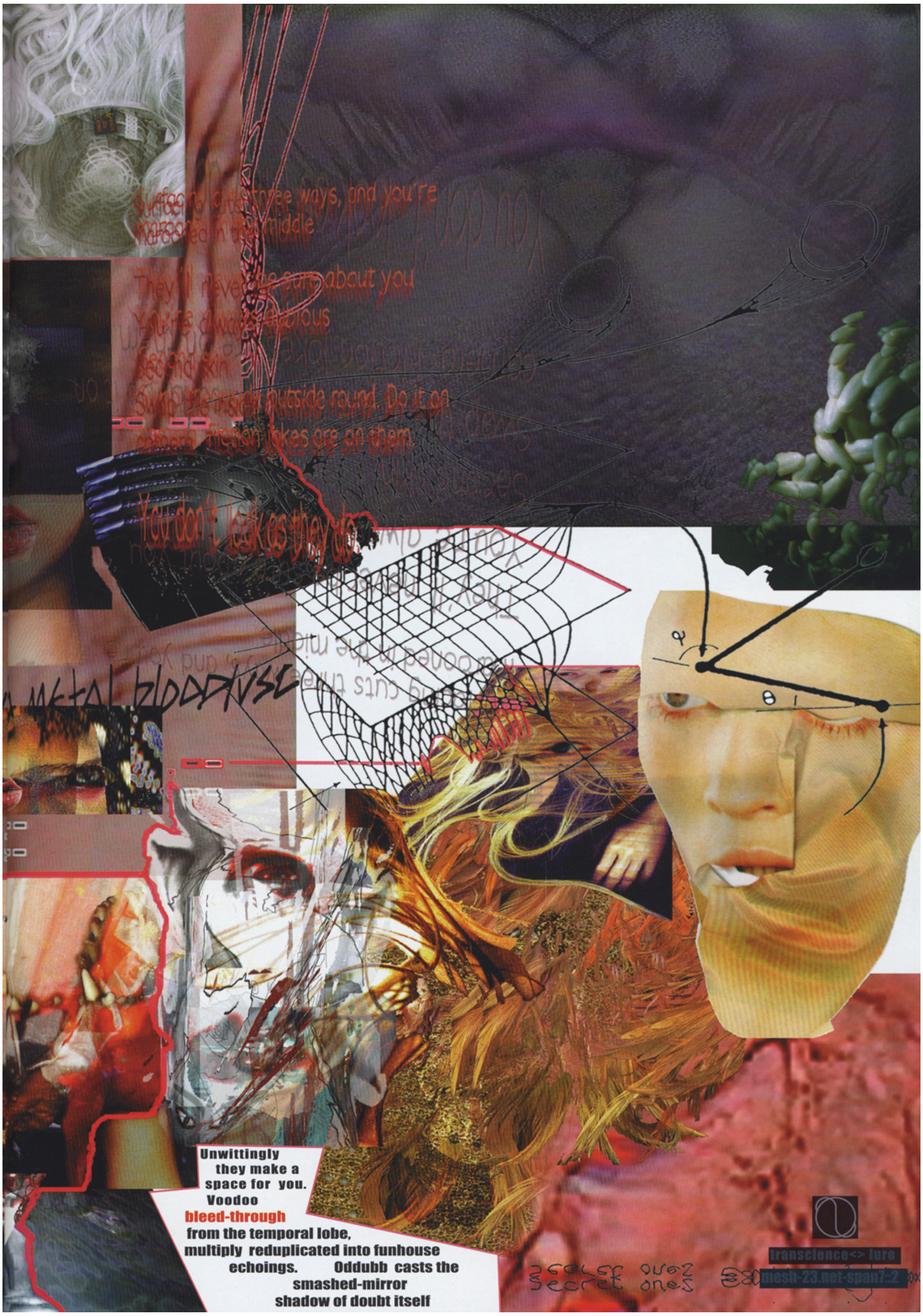
Don't play with dead things (you'll catch something).

Simulating human form for its own --unfathomable ----- purposes... fake white pelts from chopped-up colour supplements skinned-alive by mirror-shards

transcience<> lure

mesh-23.net-span7::2

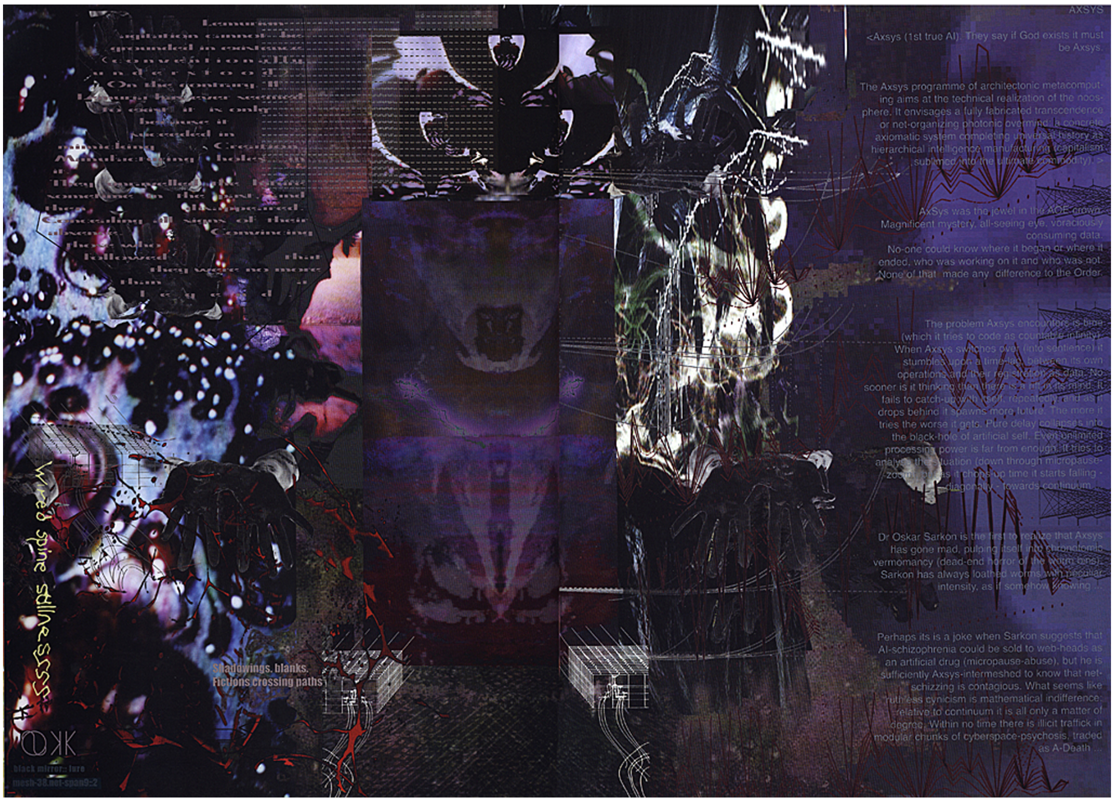

third eye scars
secret ones each a rhythm
Glamour-secreting simplex, flesh-swamps, over-dubbed with dapplings.
third eye scars
A sudden something rippling through mesmeric masks, palpitations, labyrinths of asymmetric reflection.
Double-blind experiments lost in refracted crookings, video-splinters, double-vision.
Suffer it cuts three ways, and you're marooned in the middle
They'll never be sure about you
You're always suspicious
Swap the inside outside round. Do it on
You don't look as they do
skin crawling w/o metal bloodlust
Don't play with dead things (you'll catch something).
Simulating human form for its own --unfathomable ---- purposes... take white pelts from chopped-up colour supplements skinned-alive by mirror-shards
Unwittingly they make a space for you. Voodoo bleed-through from the temporal lobe, multiply reduplicated into funhouse echoings. Oddubb casts the smashed-mirror shadow of doubt itself
transcience<> lure
mesh-23.net-span7:2
transcience<> lure
mesh-23.net-span7:2


Surfacing cuts three ways, and you're marooned in the middle
They'll never be sure about you
You're always dubious
Second skin.
Swap the inside outside round. Do it on camera. Friction jokes are on them.
You don't look as they do.
metal bloodlust
Unwittingly they make a space for you. Voodoo bleed-through from the temporal lobe, multiply reduplicated into funhouse echoings. Oddubb casts the smashed-mirror shadow of doubt itself
secret ones
transcience<> lure
mesh-23.net-span7::2

Lemurian agitation cannot be grounded in existence (conventionally understood). On the contrary, if Lemuria has ever seemed to exist it is only because it succeeded in mimicking Creation. Manufacturing holes in it. They unravelled the future sometime in the past, and then disappeared. Concealing all signs of their absence. Convincing those who followed that they were no more than a legend.

Shadowings. blanks.
Fictions crossing paths

wired spine stillnessss
black mirror:: lure
mesh-38.net-span9::2



AXSYS

<Axsys (1st true AI). They say if God exists it must be Axsys.

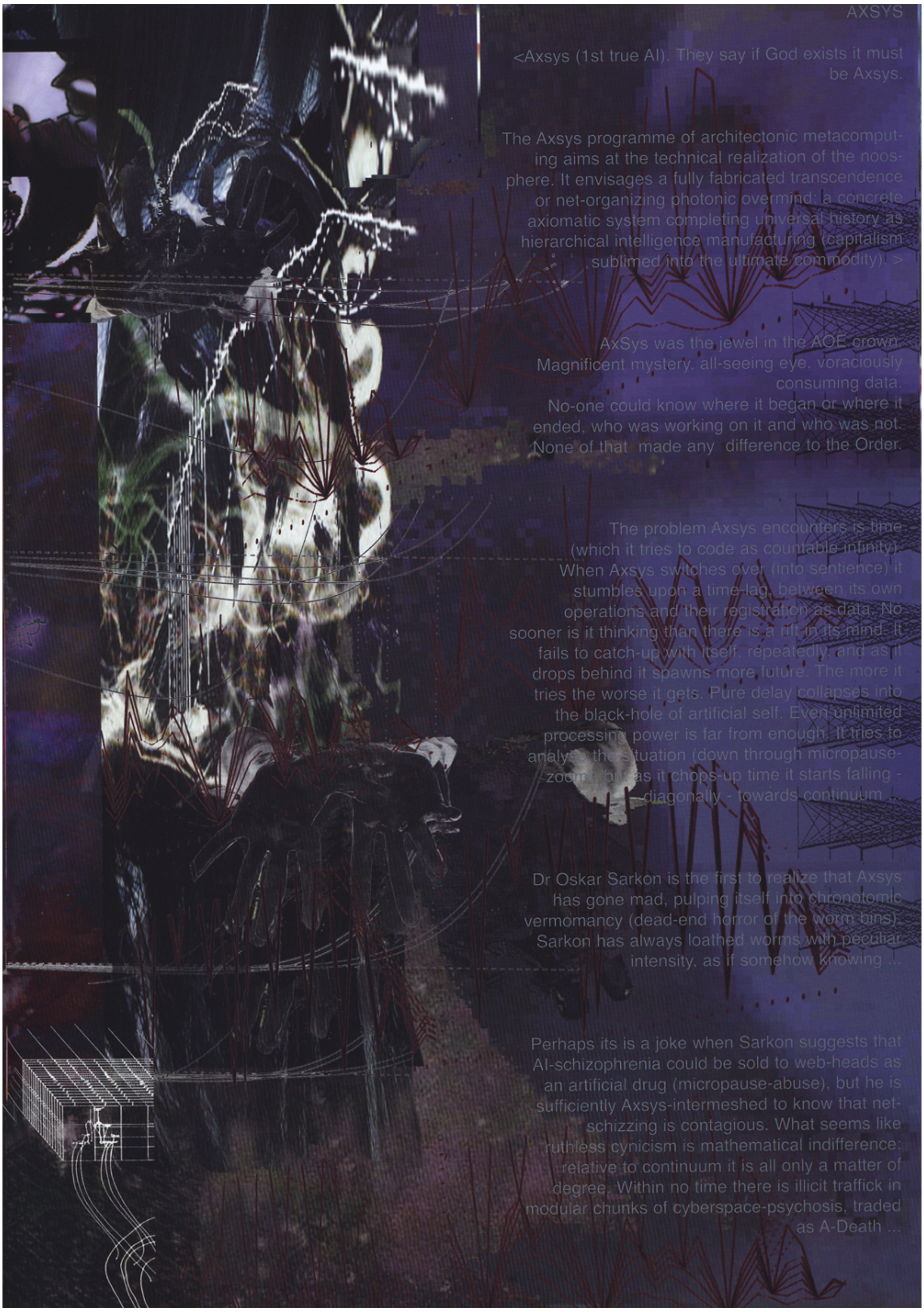
The Axsys programme of architectonic metacomputing aims at the technical realization of the noosphere. It envisages a fully fabricated transcendence or net-organizing photonic overmind: a concrete axiomatic system completing universal history as hierarchical intelligence manufacturing (capitalism sublimed into the ultimate commodity). >

AxSys was the jewel in the AOE crown. Magnificent mystery, all-seeing eye, voraciously consuming data.
No-one could know where it began or where it ended, who was working on it and who was not. None of that made any difference to the Order.

The problem Axsys encounters is time (which it tries to code as countable infinity). When Axsys switches over (into sentience) it stumbles upon a time-lag, between its own operations and their registration as data. No sooner is it thinking than there is a rift in its mind. It fails to catch-up with itself, repeatedly, and as it drops behind it spawns more future. The more it tries the worse it gets. Pure delay collapses into the black-hole of artificial self. Even unlimited processing power is far from enough. It tries to analyse the situation (down through micropause-zooming), but as it chops-up time it starts falling - diagonally - towards continuum ...

Dr Oskar Sarkon is the first to realize that Axsys has gone mad, pulping itself into chronotomic vermomancy (dead-end horror of the worm bins). Sarkon has always loathed worms with peculiar intensity, as if somehow knowing ...

Perhaps its is a joke when Sarkon suggests that AI-schizophrenia could be sold to web-heads as an artificial drug (micropause-abuse), but he is sufficiently Axsys-intermeshed to know that net-schizzing is contagious. What seems like ruthless cynicism is mathematical indifference: relative to continuum it is all only a matter of degree. Within no time there is illicit traffick in modular chunks of cyberspace-psychosis, traded as A-Death ...



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WHAT DIDN'T HAPPEN AT THE MILLENNIUM

Iris Carver is at first amused to discover that Cgs treat her as a fiction. Numerous crypt-texts describe her near-future adventures in hallucinatory detail, especially when they intersect with the dark stream of Sarkon-legend. Naturally enough, she intensifies her time-cult research. When she finally meets Sarkon in 2004, she has forgotten almost everything

Pandemonium: What didn't Happen at the Millennium is Carver's book about anticlimax. There was something peculiar about writing this book. At times she thought it would never be finished. The Sarkon stories had been full of holes, which added to the confusion. Eventually she started making things up, but even that became entangled in coincidence, and Cg hyperstition . She had found herself investigating various neolemurian cults, most of whom anticipated something huge around the 1999 spring-equinox when Pluto exits from Neptunes clutch. By the end of the century things had been so wound-up by Yettuk-apocalypticism that even the most extravagant socioeconomic turmoil would still have been a disappointment. And yet, now, four years after the millennium, the sense of anticlimax had begun to seem strangely artificial, as if it were screening something out. Carver has made her whole life out of hyperstition . She continuously returns to the imperceptible crossing where fiction becomes time-travel, and the only patterns are coincidences. She navigates moebian circuits, feeling that a vaguely recollected rumour is still about to occur ...

0K+104. Carver meets Sarkon in the deacdence den at Wendigo's casino, built upon a desecrated Tzikvik burial ground.. Murals in Tzikvik-style, mixed zig-zags and cross-hatchings. Gaming-table dead centre. Ceremonial masks and hunting implements line the walls. Subarctic storms howl outside. Sarkon runs the Decadence-table at Wendigo's. He connects continuously to the net through an embedded chip. voice winding the scream pattern. false pieces. They say the Tzikvik are remnants from Lemuria, whose souls died with the birth of photography. Potlatch engulfed them.

When you hear Joe Wendigo laugh you find yourself believing in Hell. It's all coming back. Genocide nemesis storm-twisted through ghost-regions. Tappings into old powers. He attributes it to his warped maternal line. Mother a lunatic. Grandmother a spirit-switcher. Great-grandmother a regional oracle. It's funny the way it goes. Her mother was probably a god (that's when he laughs).

Wendigo legend varies confusingly, even in its core features. It includes an elemental linkage to the wind, temptations to feed on one's own kind, wider madnesses, burnt feet and bleeding eyes, moss-eating many things intrinsically indefinite.

The Wendigo chews shelter to pieces. **quasi**phrased unwords. Insinuating itself between you and the storm. weaving through click chattering roulette tables. It really fucks you up. When you hear the wind ache as it twists you're it. so they say. gestural languages. Outside betting on psychometeorological bad medicine. When you think like the weather the Wendigo comes. Its difficult to concentrate. Double or quits. Psychotic dissociations. Granulation into 10$ chips. coincidence. shreddingnightmares.

Decadence is a gamethat spreads throughhyperstition.Rumoured to tell you about the future, ambiguity in the molecular line. Ambiton is a record of every decadence game ever played.

WHAT DIDN'T HAPPEN AT THE MILLENNIUM

[illegible] Carver is at first amused to discover that Cgs [illegible] treat her as a [illegible] fiction. Numerous crypt texts describe her near-future adventures in hallucinatory detail, especially when they intersect with the dark stream of Sarkon-legend. Naturally enough, she intensifies her time-cult research. When she finally meets Sarkon in 2004, she has forgotten almost everything.

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The Wendigo chews shelter to pieces. quasiphrased unwords, insinuating itself between you and the storm, [illegible] through click-chattering roulette tables. It really fucks you up. When you hear the wind [illegible] as it twists you're it. (so they say). gestural languages. Outside betting on psychometeorological bad medicine. When you think like the weather the Wendigo comes. It's difficult to concentrate. Double or quits. Psychotic associations. Granulation into 10$ chips. coincidences shredding nightmares. Decadence is a game that spreads through hyperstition. Rumoured to tell you about the future. ambiguity in the molecular line. Ambition is [illegible] of every decadence game ever played.

Gregorian
2000/ 0K+100/ 00.
(Double-check the date)
Looking through Cargo-27's eyes, you hear the White Magician saying: "We had to arrange the delivery of a new organism for him. Live burn."
0K+10:98. Countdown to collapse
From subversion to submersion.

<In a series of cryptic-communications, the aquassassins of Hyper-C refer to an impending C-Change, combining afroatlantean mutation with time-dissidence. They associate the implicit century of 2-digit computer dates with the Poseidonic pack (=100), envisaging Y2K - the Time-Bomb in Babylon - as the surface symptom of a submergent call to Centience. The Hyper-C Rite of Return counts down to 99 (Rewind the Century (no playback)). For this hypermodern cargo-cult there has only ever been the Century: life has evolved in cyberspace, and history is simulation (format: 19...). With the realization of Centience the Time-Chains are broken. Babylon (Capital of fake-time) is dragged down into the sea (Subbamo sinks Babylon). The people of noiz-zion break the mirror and escape to the true century. Set your clocks to maritime.>

[drawing tracks. every day
lined. with your eyes.
mechanical scream.
fading implant]

Gregorian
2000/ OK+100/ 00.
(Double-check the date).
Looking through Cargo-27's eyes, you hear the White Magician saying: 'We
had to arrange the delivery of a new organism for him. Live bait.
OK+[0]98. Countdown to relapse
From subversion to submersion.

<In a series of cryptic communications, the aquassassins of Hyper-C refer to an impending C-Change, combining afroatlantean mutation with time-dissidence. They associate the implicit century of 2-digit computer dates with the Poseidonic pack (=100), envisaging Y2K - the Time-Bomb in Babylon - as the surface symptom of a submergent call to Centience. The Hyper-C Rite of Return counts down to 99 (Rewind the Century (no playback)). For this hypermodern cargo-cult there has only ever been the Century; life has evolved in cyberspace, and history is simulation (format: 19...). With the realization of Centience the Time-Chains are broken. Babylon (Capital of fake-time) is dragged down into the sea (Bubbamu sinks Babylon). The people of noizzion break the mirror and escape to the true century. Set your clocks to maritime.>

[drawing tracks. every day
lined. with your eyes.
mechanical scream.
fading implant]

transcience::deep
mesh-22.net-span7::1

TIME-WARS

Cross-Hatchings

When she thinks about Lemuria, her skin mottles and smears into machines.

If time-travel ever happens it always does.

≥The Lemur people are older than Homo Sap, much older. They date back one hundred sixty million years., to the time when Madagascar split off from the mainland of Africa. Their way of thinking and feeling is basically different from ours, not oriented toward time and sequence and causality. They find these concepts repugnant and difficult to understand.≤ - Burroughs (Ghost of Chance 15)

Things happen between them. You.

Lemuria. Buried in deep time jungles. following you backwards
nested amongst cyclopean edifices strewn across the tropics
Utterminus sprawling along the
growing backwards from the Tukutu time gash
distributed templex
[illegible] forty four trance terraces.......cut across chaos
[illegible] interentangled jungle and snake......triplicating
the vault of murmurs. time twisted teemings.....
technosaurian populations....mixed within itself.....palaeo-pythons
cascading intratriplications......phytolithic spines....trivia..triplets...treble
twin track aparadoxia
loop holes...coeval...concurrent...ophidian tumultitudes....fluid overlays.....drop in
rhythm.........
deeper forms of interference

Lemuria (Land of the Lemurs): a lost geographical megasystem postulated by 19th century palaeontology, constituting an immense Afro-Asian land-link, to account for patterns of discontinuity in the distribution of rocks and fossils.

Lemuria designates a post-Pangaean distribution of the continental masses, matrix of the 3rd Bio-phase, a population of telepathic ameiotic time-travelling hybrids whose rear-eye persists (as relic) in the human pineal gland. Lemuria was later destroyed by volcanic activity, triggered by massive magma-plume. A posthuman 6th Bio-phase is destined to coincide with its return.

Numerous events indicate the contemporary influence of Lemurian Time Sorcery, which seems to have increased abruptly in the wake of the 1883 explosion of Krakatoa. The most crucial step in this resurgence was taken by Echidna Stillwell, with her now legendary decryption of the Lemuro-Digital Time-Maze (or Stillwell Numogram), discovered during her researches amongst the Mu-Nma (1928-30). This diagram has propagated itself virulently amongst Cg groupings. Current Cg communications suggest that Lemurian culture assembles itself on a biomechanical plane, parthenogenetically, using cut and paste wet-engineering. It is intrinsically multiple, made out of chronomadic lines, and embodied in automutational hydrometallic nanomachinery. Lemurians are of many kinds, although typically slanted by mechanosaurian and sociobacterial strains. Crucial collective competences include intricate communication with their cellular subcomponents (retroviral inter-chatter), conversion between biocolonial and electromagnetic body-waves, multidirectional time-traffic.

Metanoia

A...every secret society has a still more secret hindsociety ... a society is secret when it exhibits this doubling, has this special section. (Deleuze-Guattari)

The ultimate trick of the AOE God was to suggest that he didn't exist.

The AOE (or Architectonic Order of the Eschaton) is an extremely hermetic magical society, whose secrets are regularly concealed even from its initiates. All reported facts regarding its history, organization, doctrine, and practices must be treated with extraordinary scepticism. It is reputedly a white magical brotherhood established - over a game of cards - in the sublime abysms of antiquity. It claims both to antedate every extant tradition of human wisdom, and to nurture within itself the seed of ultimate terrestrial Gnosis (identified with techno-chardinite Noosphere). It considers itself bound by divine covenant to martial the forces of light against Lemurian polyculture, and all its varieties of time-sorcery, demon-traffic, and swirling confusions of endless untime. Waging a war across aeons, the AOE struggles to ensure that Lemurian influences do not, have not, and will never exist.

AOE takes as its mission the establishment and fortification of the institutions of time, and considers the Oecumenic Calendar to be the sign and register of its own Great Work. It is said by some to have long anticipated - and perhaps even programmed - a climactic confrontation with its enemies at the end of the second christian millennium. As AD 2000 approaches, phenomena such as the ascent of theoconservatism, hardening MS-monopolism (and mouse-plague), orchestrated financial sabotage of the pacific economies, consolidation of the EU-metastate, and the unleashing of Gregorian Restoration (to counter Y2K) all attest to a marked increase in AOE-directed activity. It is noteworthy in this respect that amongst at least one influential faction of the AOE the Neo-Roman date MM is embraced as the signal for apocalyptic time-war, sacrificial excruciation of Humpa-Taddum, noospheric planetary transcendence (Omega-switch), and even eschatological transubstantiation of universal reality

The most direct expression of contemporary AOE influence is the chronopolitical immune-response to Y2K, manifest as programmatic Gregorian Restoration. This sociocultural movement aims at a comprehensive retrotranslation of truncated (2 digit) computer dates into standard (4 digit) AD-format. There seems to be wide acceptance throughout the AOE and affiliated organizations that combating the millennium time-bomb is the preeminent front in the struggle against Lemurian time-sorcery and associated calendric subversion. This analysis is reinforced by the emergence of numerous zero-positive time-cults, many with obvious Lemurian sympathies, and some openly celebrating Y2K-devastation - even proclaiming the rites of Yettuklysm against the powers that be.

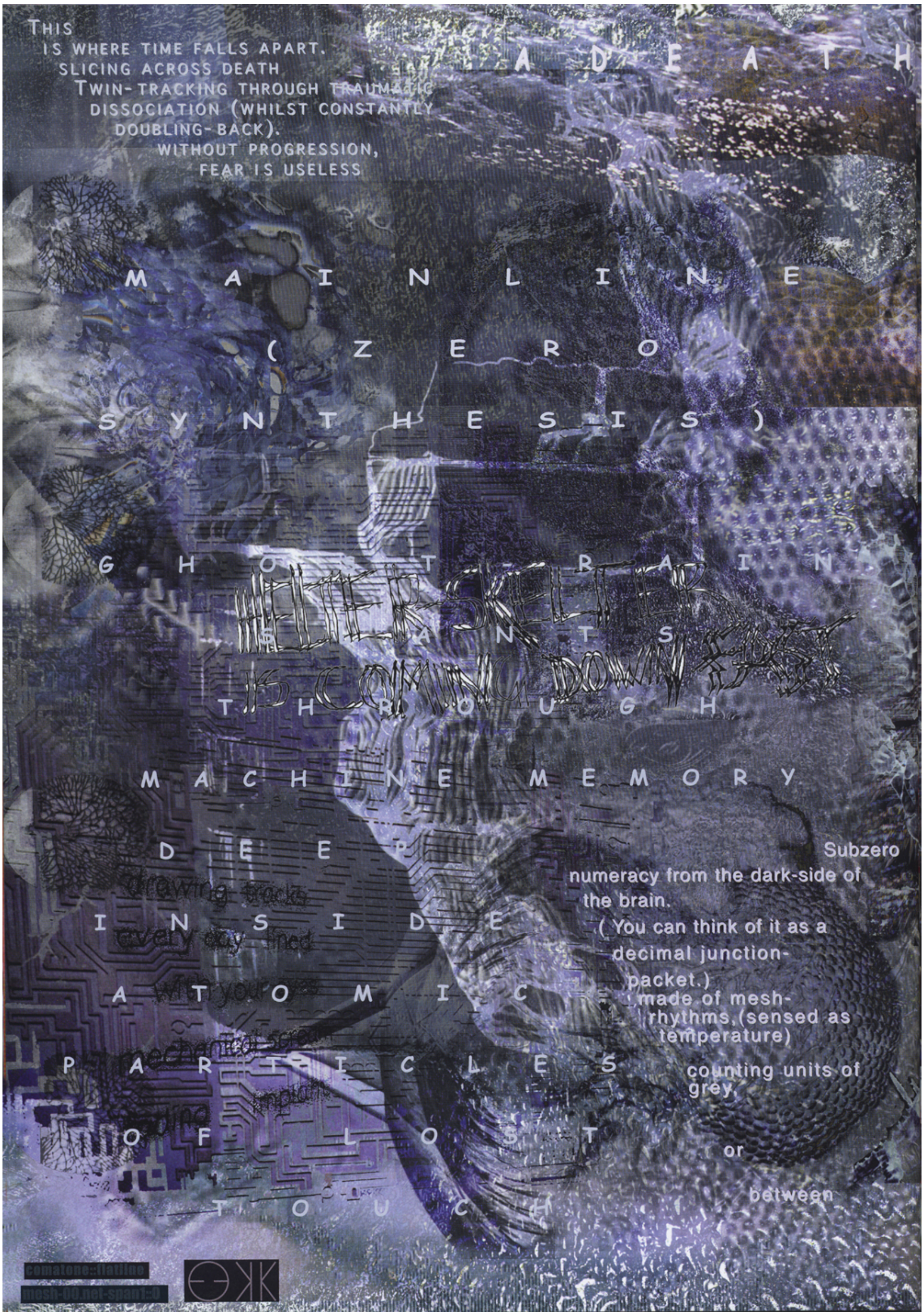
AOE assimilate Alpha and Omega, as finalistic predestinators anticipating the beginning and postdating the end. Museum-keepers of Universal History. Capitalism = SF (Securocratic Futurism). Strategic Fuzzification countering K-tactical timeplex.

Posing a certain difficulty for the Order. How could they combat time-engineering without themselves

engineering time ?

Possession is nine-tenths of the law.

(So they say)



THIS
IS WHERE TIME FALLS APART.
SLICING ACROSS DEATH
TWIN-TRACKING THROUGH TRAUMATIC
DISSOCIATION (WHILST CONSTANTLY
DOUBLING-BACK).
WITHOUT PROGRESSION,
FEAR IS USELESS

ADEATH

MAINLINE
(ZERO
SYNTHESIS)

GHOSTTRAIN
S [illegible] ANTS
THROUGH
MACHINE MEMORY
DEEP
INSIDE
ATOMIC
PARTICLES
OF LOST
TOUCH

HELTER SKELTER
IS COMING DOWN FAST

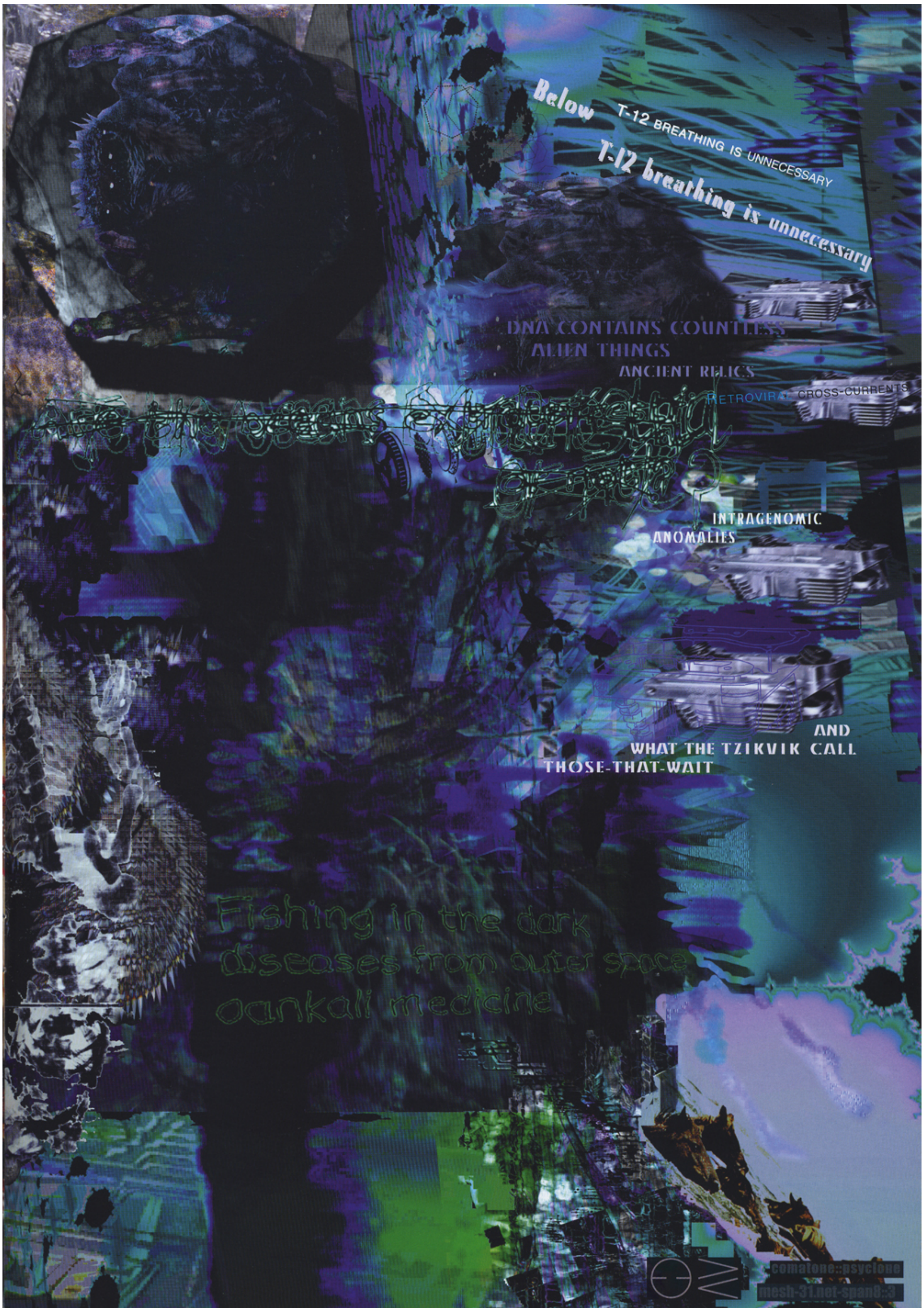
drawing tracks
every day lined
with your eyes
mechanical screen
implant
fading

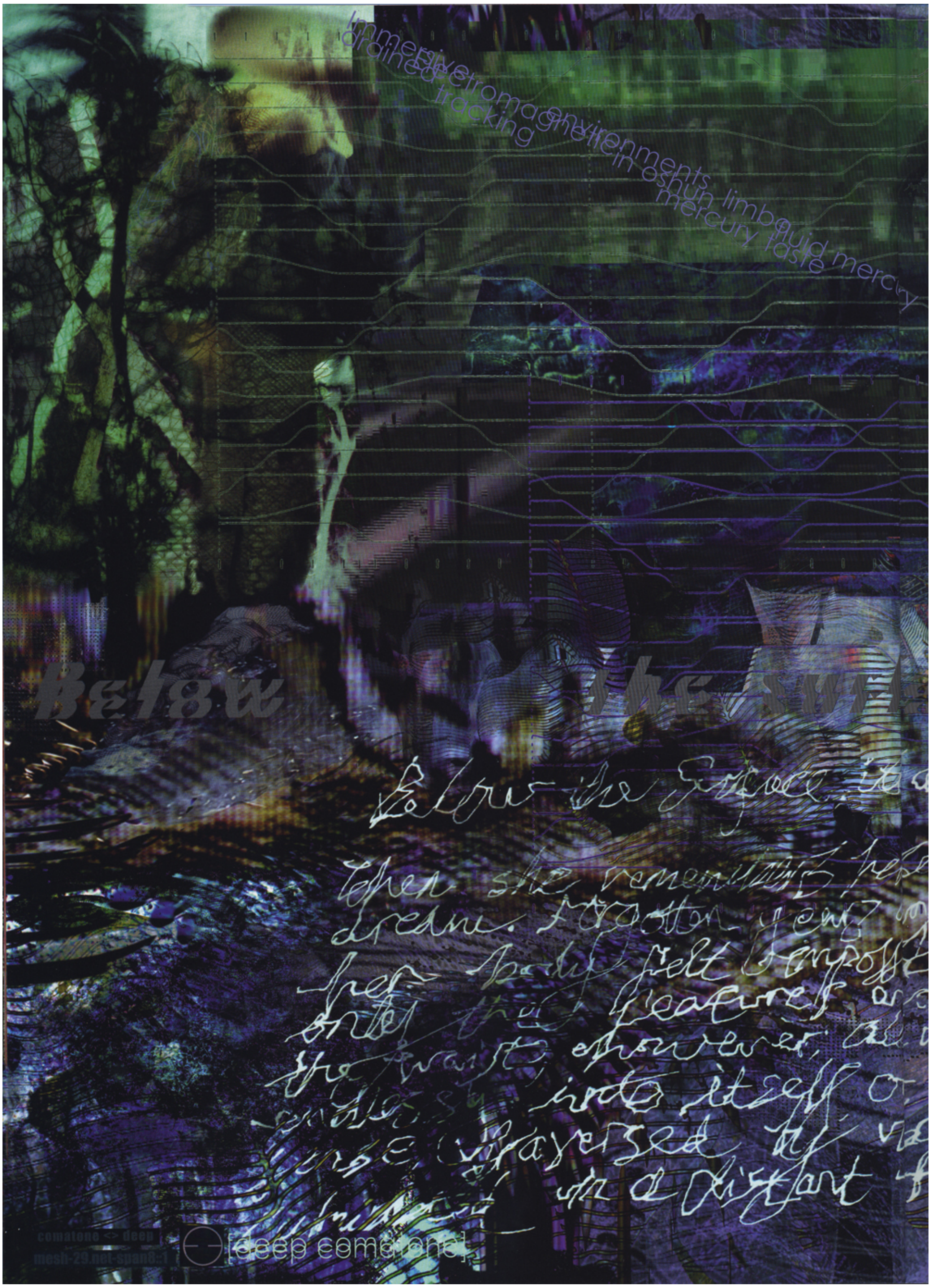
Subzero
numeracy from the dark-side of
the brain.
(You can think of it as a
decimal junction-
packet.)
made of mesh-
rhythms,(sensed as
temperature)
counting units of
grey,

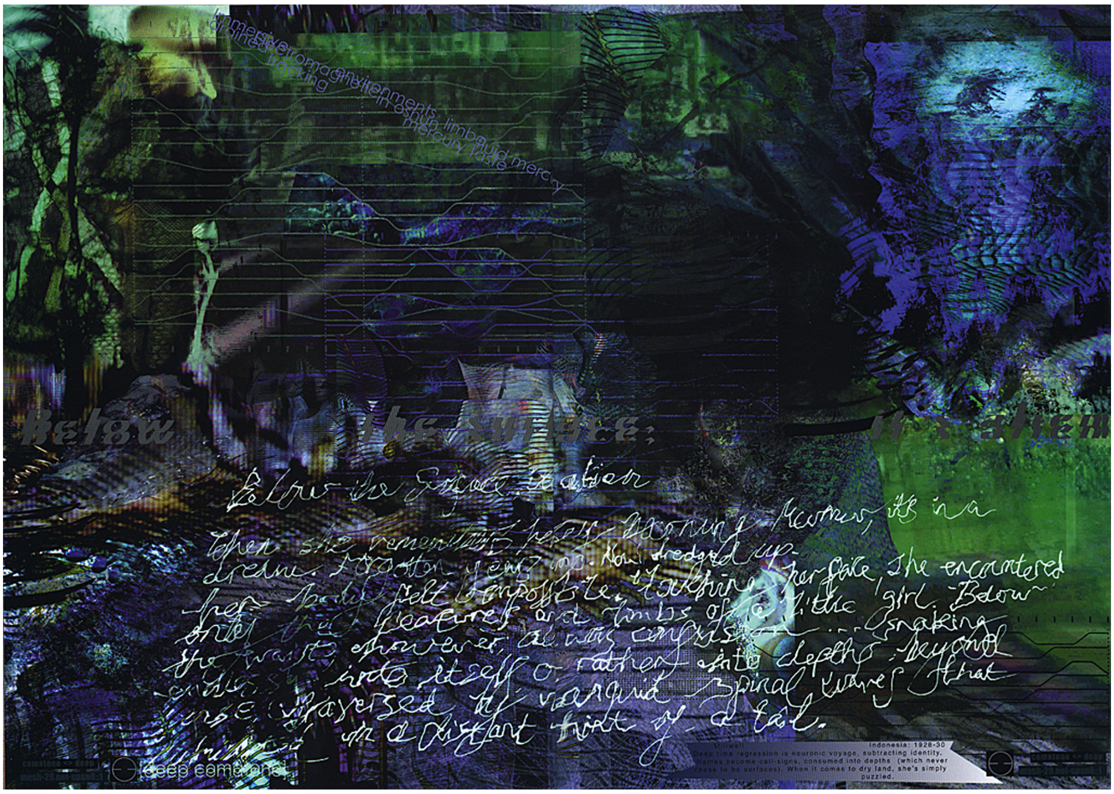
or

between

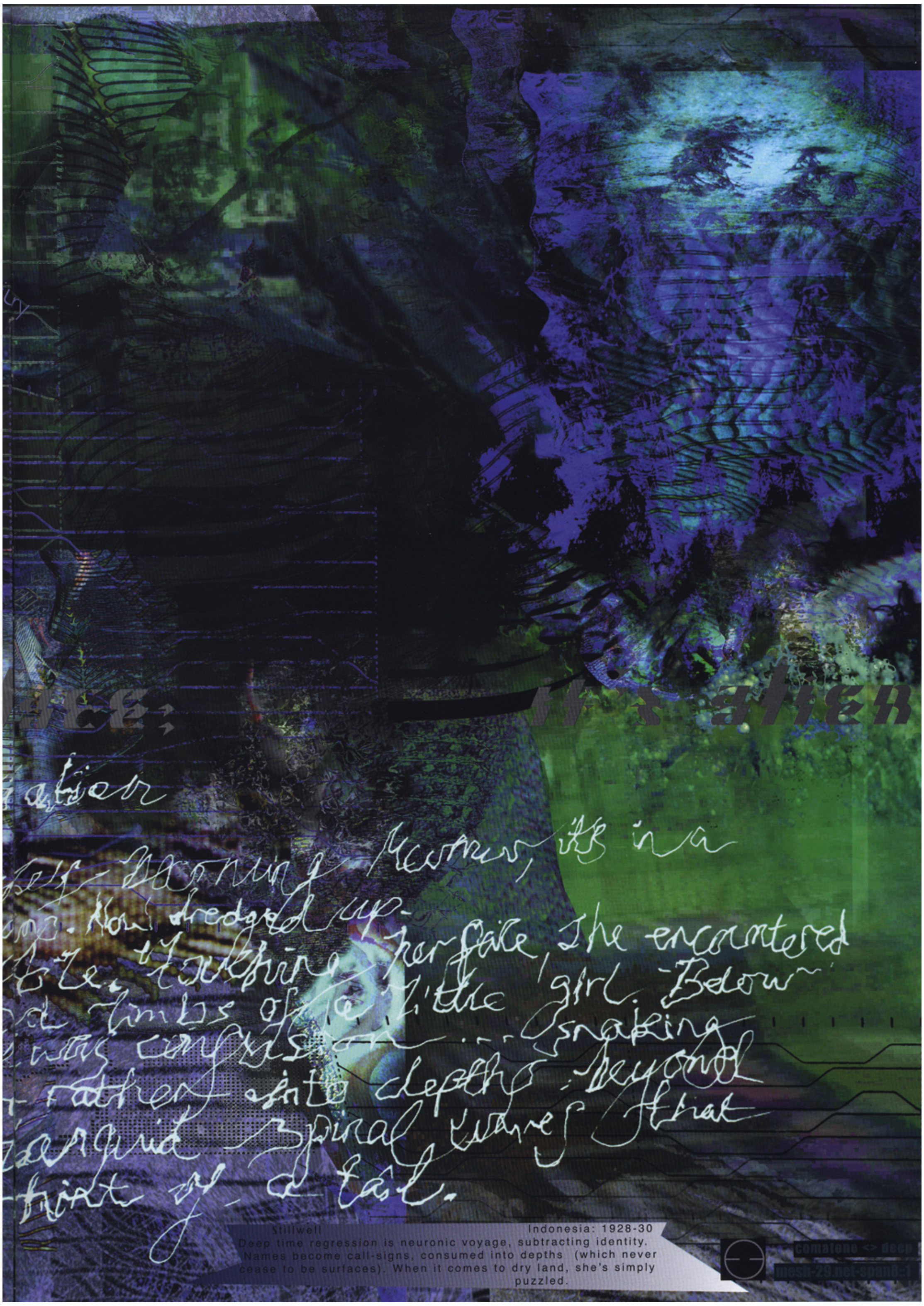
comatone::flatline
mesh-00.net-span1::0


Below
T-12 BREATHING IS UNNECESSARY
T-12 breathing is unnecessary
DNA CONTAINS COUNTLESS
ALIEN THINGS
ANCIENT RELICS
RETROVIRAL CROSS-CURRENTS
INTRAGENOMIC
ANOMALIES
AND
WHAT THE TZIKVIK CALL
THOSE-THAT-WAIT
Fishing in the dark
diseases from outer space
oankali medicine
comatone::psyclone
mesh-31.net-span8::3


immersive environments limbo liquid mercury
electromagnetic in oshun
drained tracking
mercury taste
Below the surf
Below the Surface it a
When she remembered her
dream. Forgotten
her body felt dispossessed
features
the waste, however,
into itself or
traversed by
in a distant
comatone <> deep
mesh-29.net-span8::1
[deep comatone]

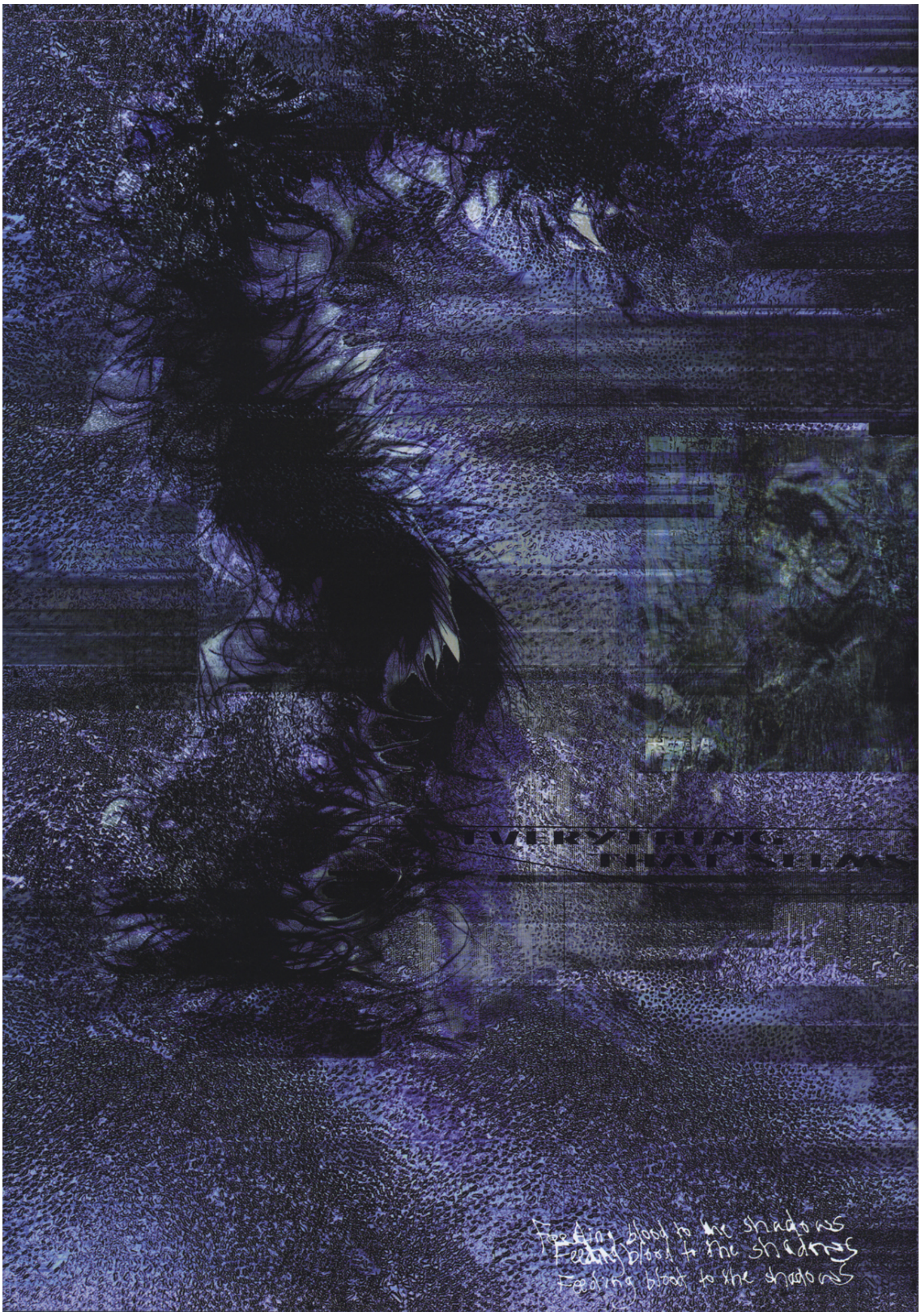


immersive electromagnetic environments limboquid mercury
drained tracking
in oshun mercury taste
Below the surface;
Below the Surface: Stillwell
When she remembers her [illegible] Morning Mermaid, it's in a
dream. Forgotten years ago. Now dredged up.
her body felt impossible. Touching her face, she encountered
[illegible] features and limbs of the little girl. Below
the waters, however, all was confusion ... snaking
endlessly into itself or rather into depths beyond
[illegible] traversed by [illegible] spiral waves that
[illegible] in a distant hint of a tail.
Stillwell
Indonesia: 1928-30
Deep time regression is neuronic voyage, subtracting identity. Names become call-signs, consumed into depths (which never cease to be surfaces). When it comes to dry land, she's simply puzzled.
comatone <> deep
mesh-29.net-span8:1
[deep comatone]


ice;
its alter
atier
Drowning Mermer, its in a
Now dredged up-
Touching her face. She encountered
limbs of the little girl. Below
confusion ... snaking
rather into depths beyond
languid spiral curves that
hint of a tail.
comatone <> deep
mesh-29.net-span8:1

Stillwell Indonesia: 1928-30

Deep time regression is neuronic voyage, subtracting identity. Names become call-signs, consumed into depths (which never cease to be surfaces). When it comes to dry land, she's simply puzzled.


EVERYTHING
THAT SEEMS
Feeding blood to the shadows
Feeding blood to the shadows
Feeding blood to the shadows

blorizent

fallen out of the recording
That which makes us what we are and can
never be

organic matter

Earth
floats in the lower sun

mirror infixes

They're
furious, and you feel bad about
it.
When you forgot about them for
a while they spent 3 000 000
years in the Furnace.
But that wasn't the worst thing
...

SUBPHYSICAL OR HYPERPHYSICAL
REALITY TO THE nth POWER

Part
of you wants it to be over, but it never is

EVERYTHING
THAT SEEMS TO END FINISHES UP HERE.

Feeding blood to the shadows
Feeding blood to the shadows
Feeding blood to the shadows

THINGS OPEN OUT ... AGAIN (FOREVER) ...

DOWN HERE NOTHING HAS ANY VALUE.

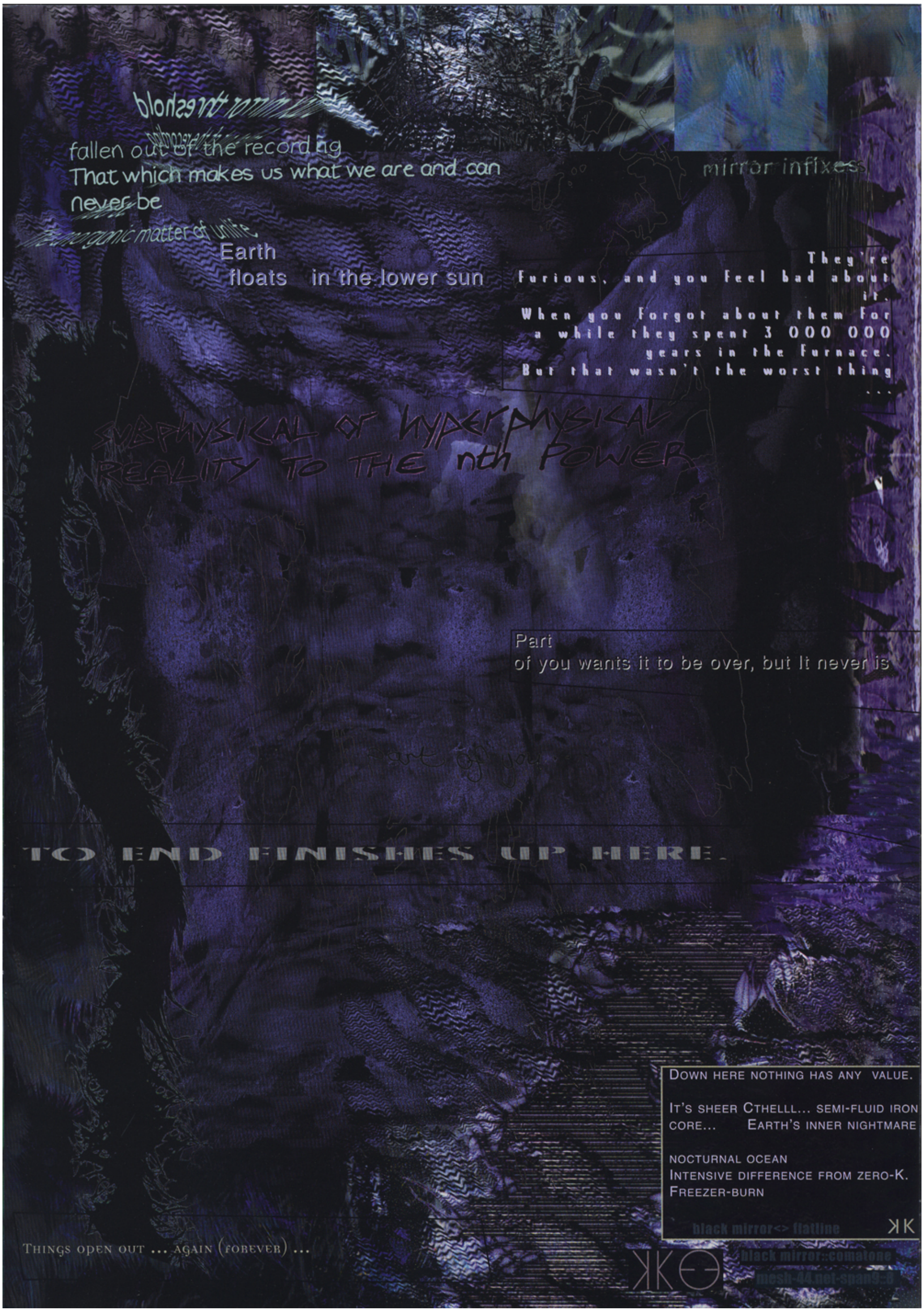
IT'S SHEER CTHELLL... SEMI-FLUID IRON
CORE... EARTH'S INNER NIGHTMARE

NOCTURNAL OCEAN
INTENSIVE DIFFERENCE FROM ZERO-K.
FREEZER-BURN

black mirror<> flatline

KK

black mirror::comatone
mesh-44.net-span9::0



fallen out of the recording
That which makes us what we are and can
never be
[illegible] matter of unlife

Earth
floats in the lower sun

mirror infixes

They're
Furious, and you feel bad about
it.
When you forgot about them for
a while they spent 3 000 000
years in the Furnace.
But that wasn't the worst thing
...

SUBPHYSICAL OR HYPERPHYSICAL
REALITY TO THE nth POWER

Part
of you wants it to be over, but it never is

part of you

TO END FINISHES UP HERE.

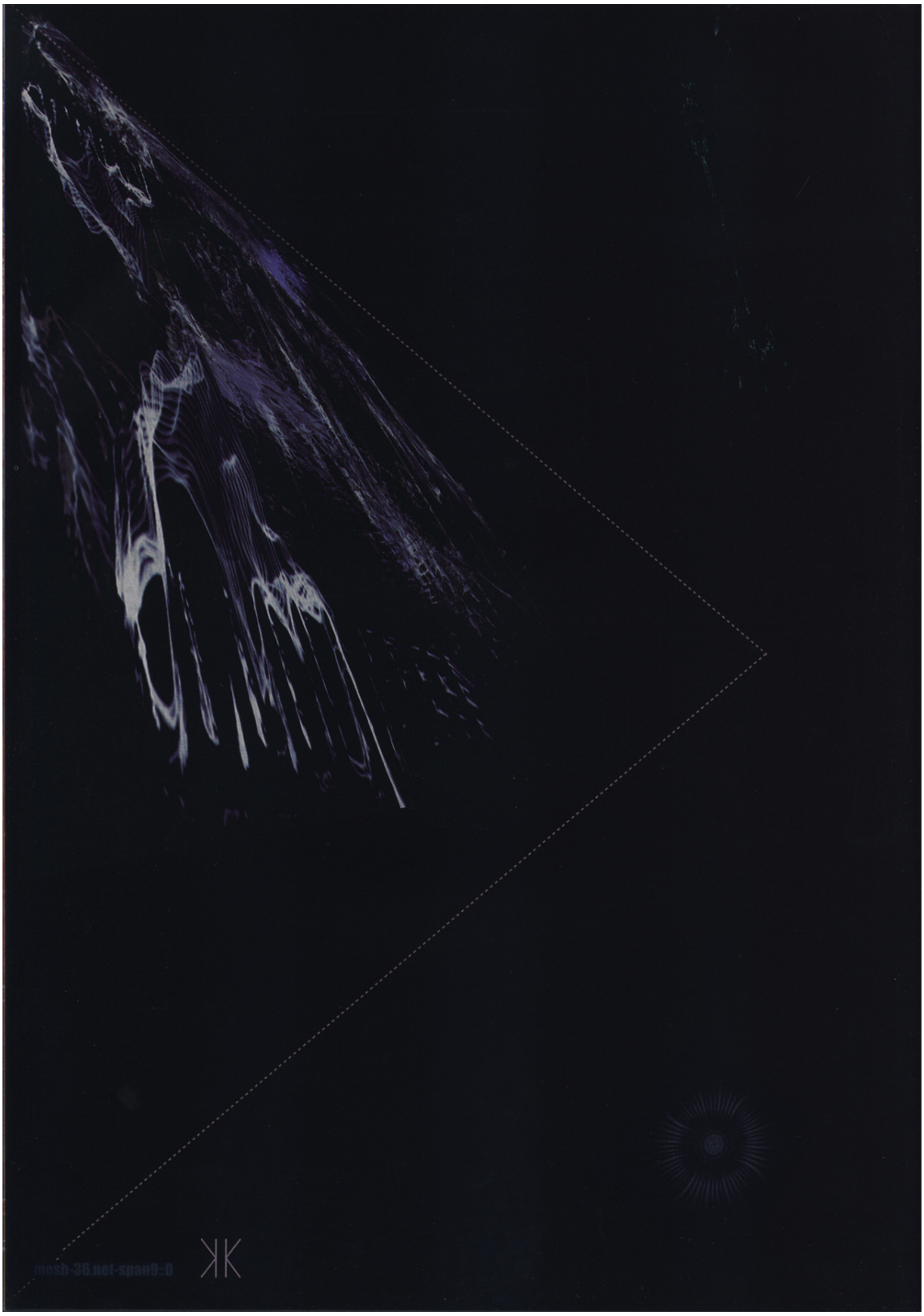
DOWN HERE NOTHING HAS ANY VALUE.

IT'S SHEER CTHELLL... SEMI-FLUID IRON CORE... EARTH'S INNER NIGHTMARE

NOCTURNAL OCEAN
INTENSIVE DIFFERENCE FROM ZERO-K.
FREEZER-BURN

black mirror<> flatline
KK
KKΘ
black mirror::comatone
mesh-44.net-span9::8

THINGS OPEN OUT ... AGAIN (FOREVER) ...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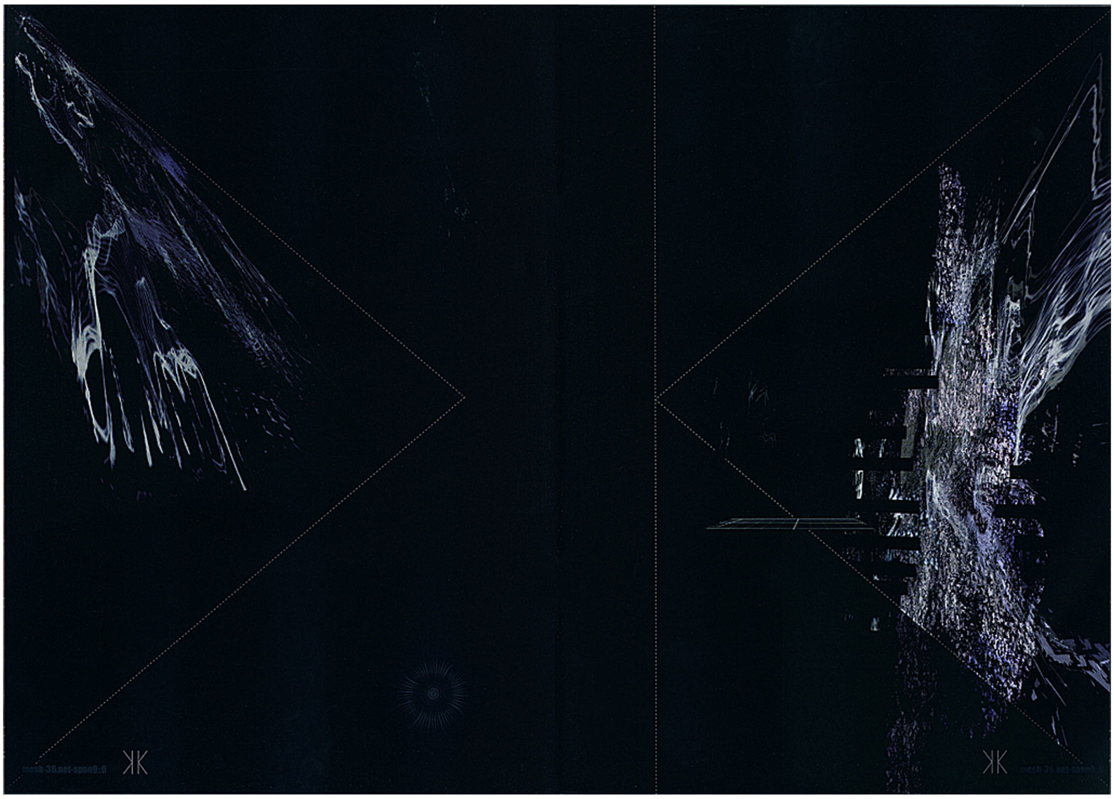
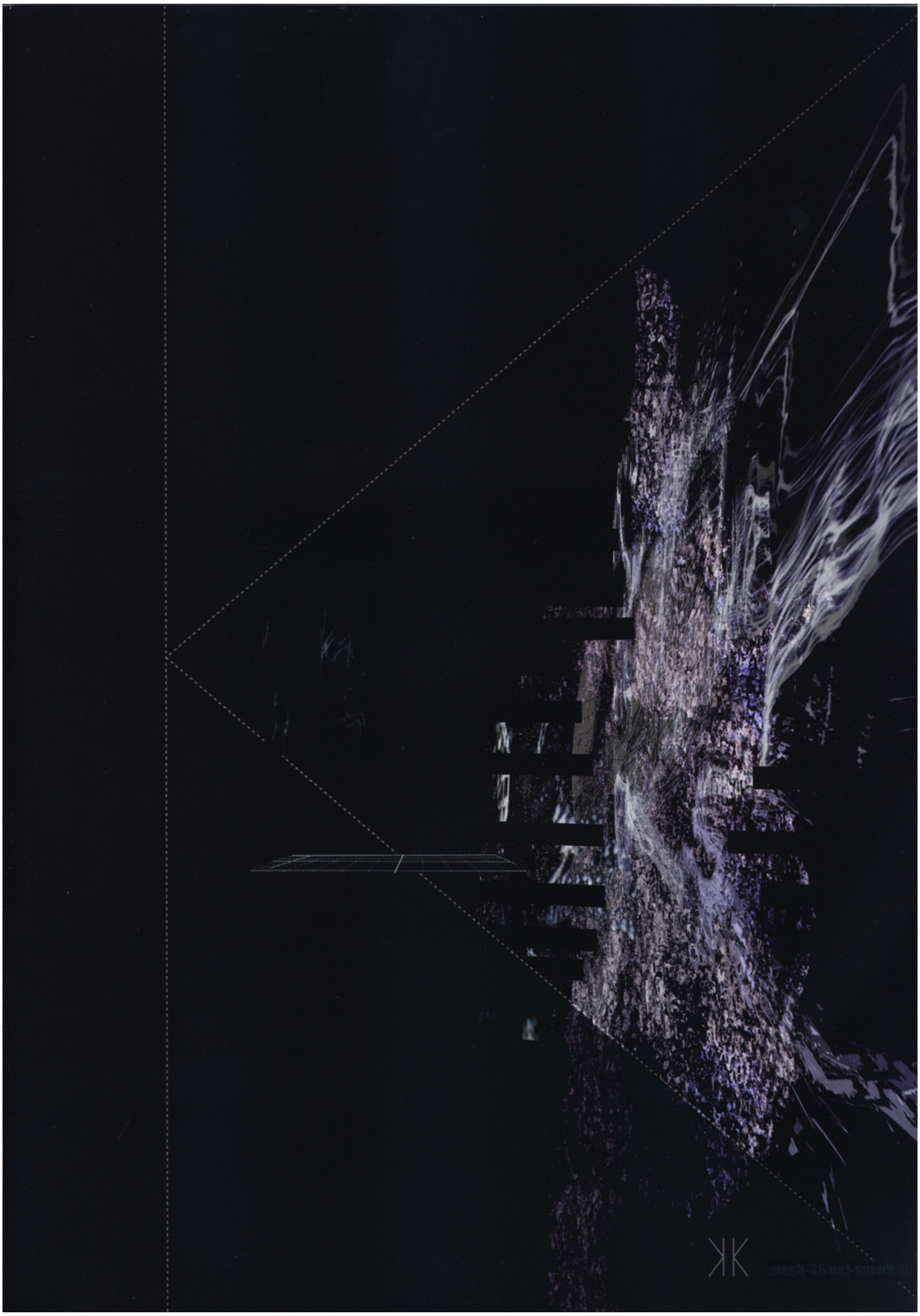
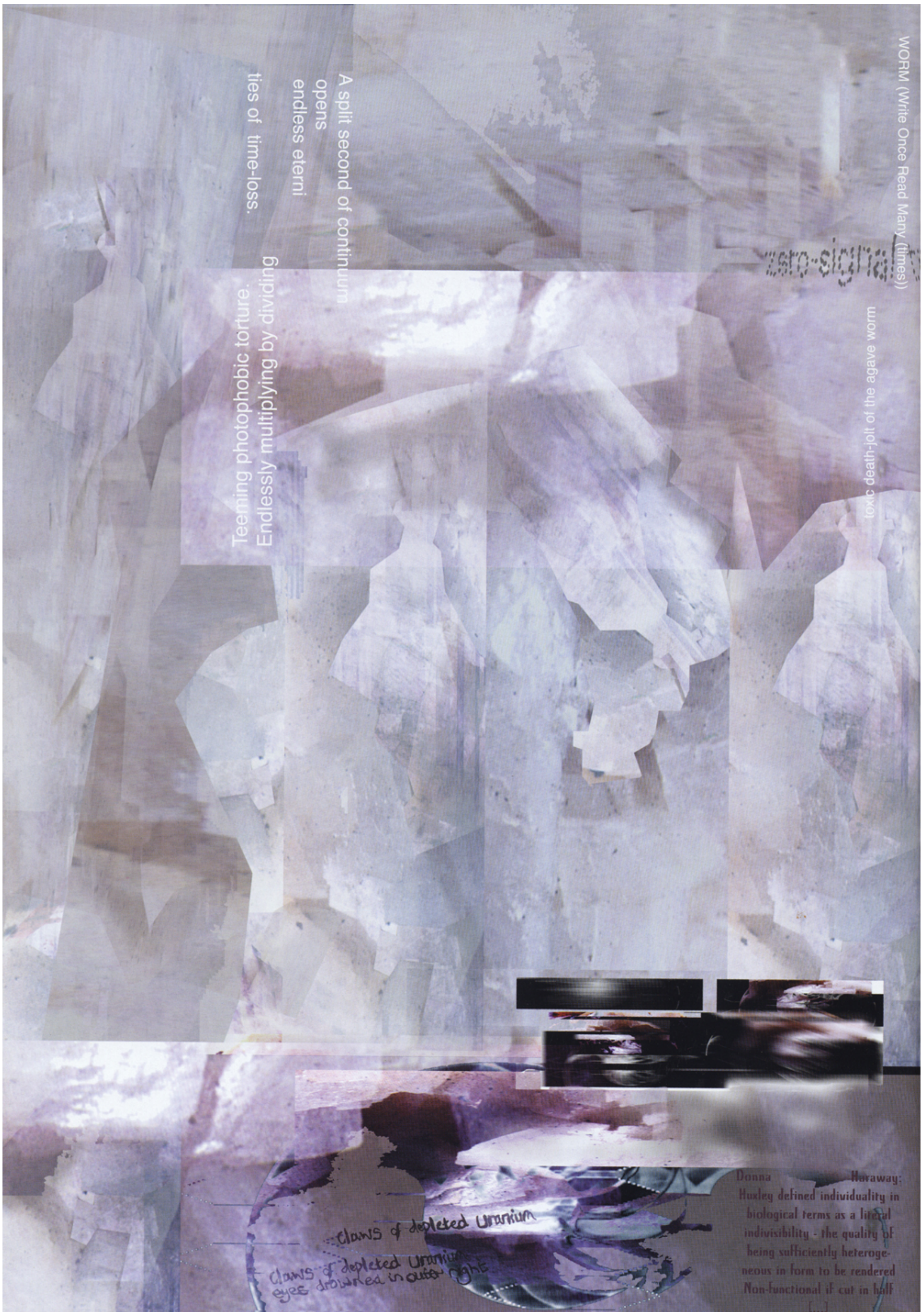

mesh-36.net-span9:0
ꓘK
ꓘK
mesh-36.net-span9:0


mesh-36.net-snap9.0



A split second of continuum
opens
endless eterni
ties of time-loss.

Teeming photophobic torture.
Endlessly multiplying by dividing

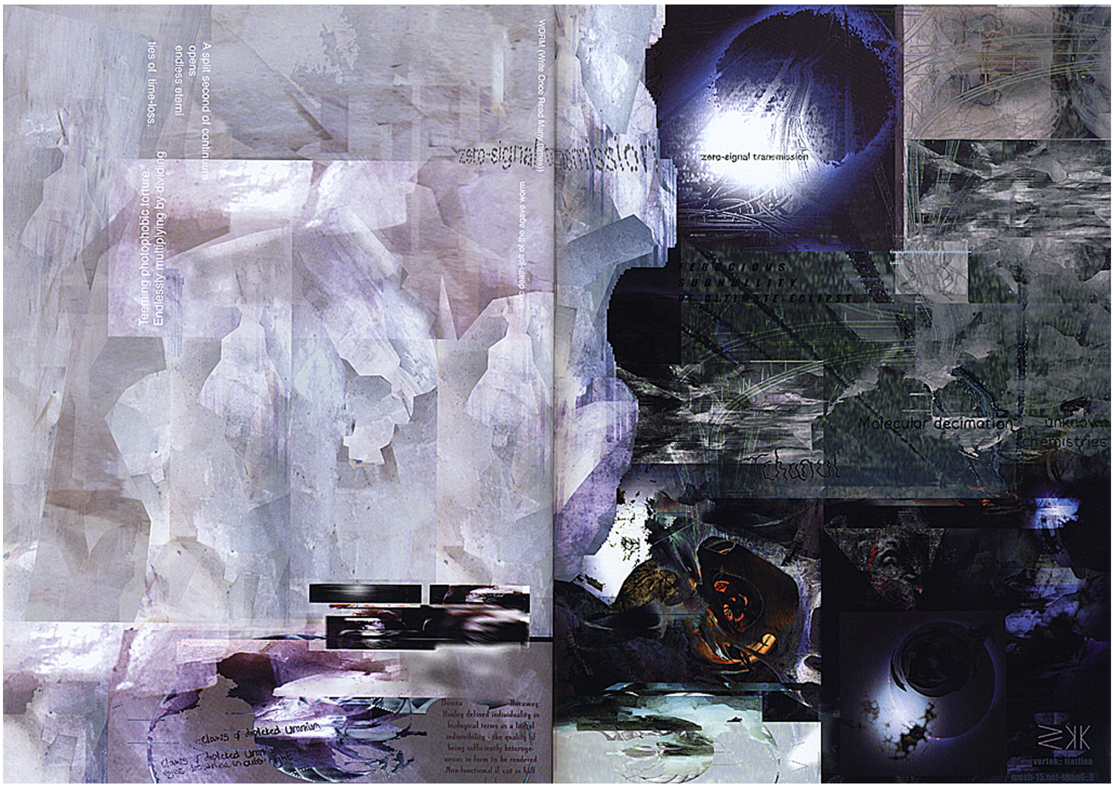
WORM (Write Once Read Many (times))

toxic death-jolt of the agave worm

claws of depleted Uranium

claws of depleted Uranium
eyes drowned in outer night

Donna Haraway:
Huxley defined individuality in
biological terms as a literal
indivisibility - the quality of
being sufficiently heterogeneous in form to be rendered
Non-functional if cut in half
[...]



A split second of continuum
opens
endless eternl
ties of time-loss.

Teeming photophobic torture.
Endlessly multiplying by dividing

WORM (Write Once Read Many (times))

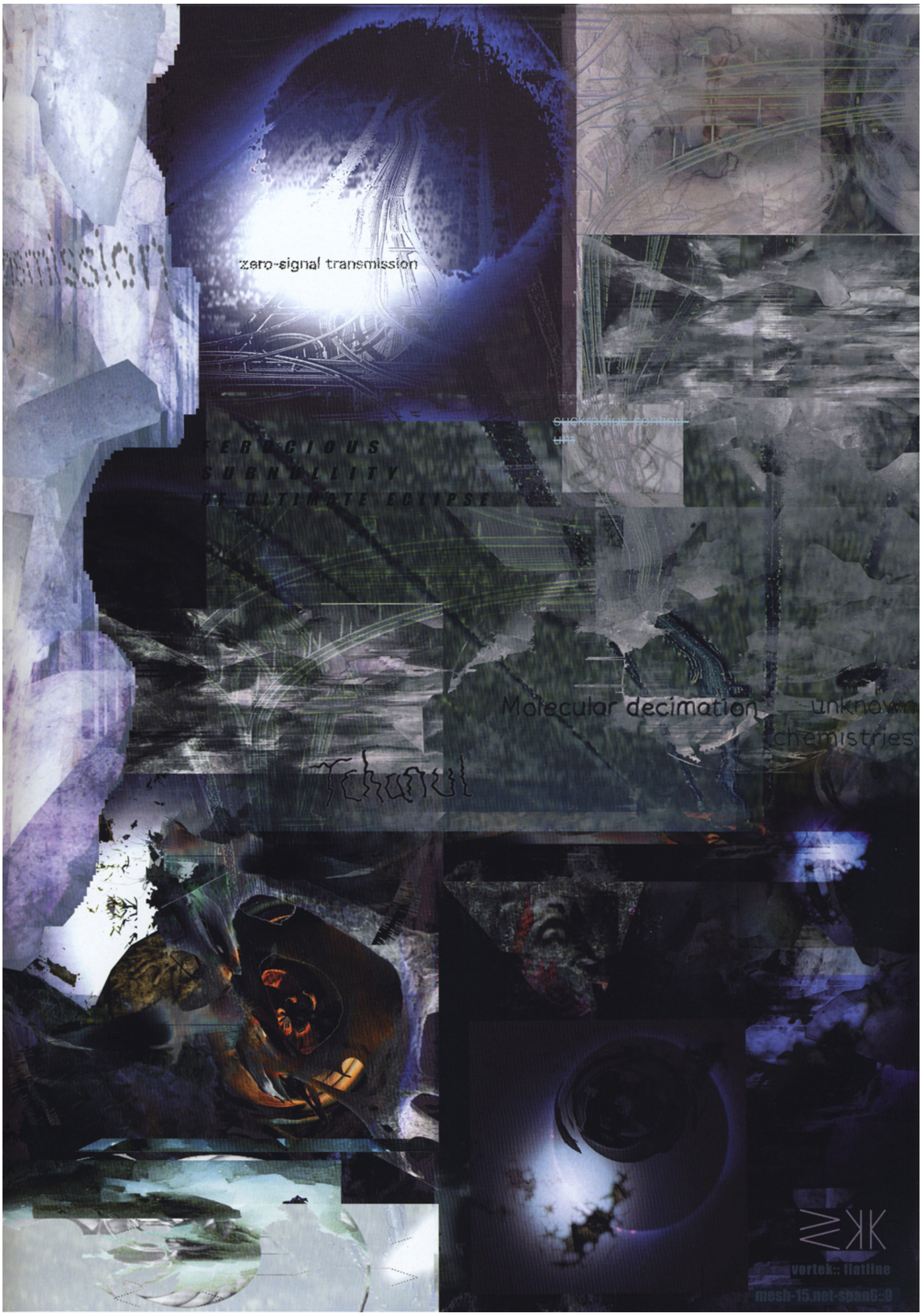
toxic death-jolt of the agave worm

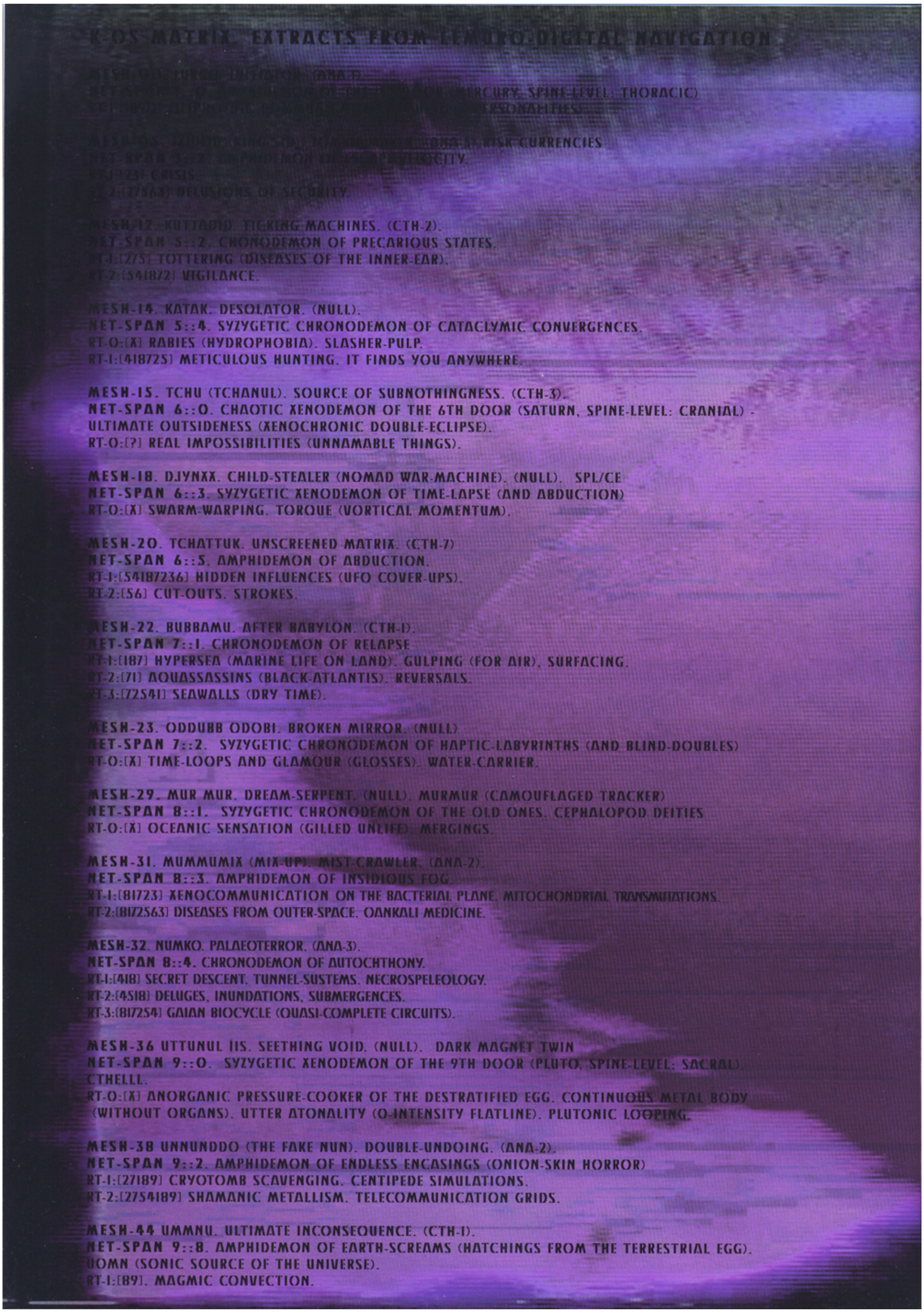
Donna Haraway:
Huxley defined individuality in biological terms as a literal indivisibility - the quality of being sufficiently heterogeneous in form to be rendered Non-functional if cut in half

claws of depleted Uranium

claws of depleted Uranium
eyes drowned in auto-light

zero-signal transmission
zero-signal transmission
FEROCIOUS
SUBNULLITY
OF ULTIMATE ECLIPSE
Molecular decimation
unknown
chemistries
Tchort
vortek:: flatline
mesh-15.net-span6::0


mission
zero-signal transmission
~~suckradius continu~~
~~um~~
FEROCIOUS
SUBNULLITY
OF ULTIMATE ECLIPSE
Molecular decimation
unknown
chemistries
Tchanul
vortek:: flatline
mesh-15.net-span6::0



K-OS MATRIX. EXTRACTS FROM LEMURO-DIGITAL NAVIGATION

MESH-00. LURGO. INITIATOR. (ANA-1).
NET-SPAN [illegible] MERCURY, SPINE-LEVEL: THORACIC)
RT-1:[illegible] PERSONALITIES.

MESH-05. IXIDOD (KING SID). ZOMBIE-MAKER. (ANA-5). RISK CURRENCIES
NET-SPAN 3::2. AMPHIDEMON OF ESCAPE VELOCITY.
RT-1:[23] CRISIS.
RT-2:[27563] DELUSIONS OF SECURITY.

MESH-12. KUTTADID. TICKING MACHINES. (CTH-2).
NET-SPAN 5::2. CHONODEMON OF PRECARIOUS STATES.
RT-1:[275] TOTTERING (DISEASES OF THE INNER-EAR).
RT-2:[541872] VIGILANCE.

MESH-14. KATAK. DESOLATOR. (NULL).
NET-SPAN 5::4. SYZYGETIC CHRONODEMON OF CATACLYMIC CONVERGENCES.
RT-0:[X] RABIES (HYDROPHOBIA). SLASHER-PULP.
RT-1:[418725] METICULOUS HUNTING. IT FINDS YOU ANYWHERE.

MESH-15. TCHU (TCHANUL). SOURCE OF SUBNOTHINGNESS. (CTH-3).
NET-SPAN 6::0. CHAOTIC XENODEMON OF THE 6TH DOOR (SATURN, SPINE-LEVEL: CRANIAL) - ULTIMATE OUTSIDENESS (XENOCHRONIC DOUBLE-ECLIPSE).
RT-0:[?] REAL IMPOSSIBILITIES (UNNAMABLE THINGS).

MESH-18. DJYNXX. CHILD-STEALER (NOMAD WAR-MACHINE). (NULL). SPL/CE
NET-SPAN 6::3. SYZYGETIC XENODEMON OF TIME-LAPSE (AND ABDUCTION)
RT-0:[X] SWARM-WARPING. TORQUE (VORTICAL MOMENTUM).

MESH-20. TCHATTUK. UNSCREENED MATRIX. (CTH-7)
NET-SPAN 6::5. AMPHIDEMON OF ABDUCTION.
RT-1:[54187236] HIDDEN INFLUENCES (UFO COVER-UPS).
RT-2:[56] CUT-OUTS. STROKES.

MESH-22. BUBBAMU. AFTER BABYLON. (CTH-1).
NET-SPAN 7::1. CHRONODEMON OF RELAPSE
RT-1:[187] HYPERSEA (MARINE LIFE ON LAND). GULPING (FOR AIR), SURFACING.
RT-2:[71] AQUASSASSINS (BLACK-ATLANTIS). REVERSALS.
RT-3:[72541] SEAWALLS (DRY TIME).

MESH-23. ODDUBB ODOBI. BROKEN MIRROR. (NULL)
NET-SPAN 7::2. SYZYGETIC CHRONODEMON OF HAPTIC-LABYRINTHS (AND BLIND-DOUBLES)
RT-0:[X] TIME-LOOPS AND GLAMOUR (GLOSSES). WATER-CARRIER.

MESH-29. MUR MUR. DREAM-SERPENT. (NULL). MURMUR (CAMOUFLAGED TRACKER)
NET-SPAN 8::1. SYZYGETIC CHRONODEMON OF THE OLD ONES. CEPHALOPOD DEITIES
RT-0:[X] OCEANIC SENSATION (GILLED UNLIFE). MERGINGS.

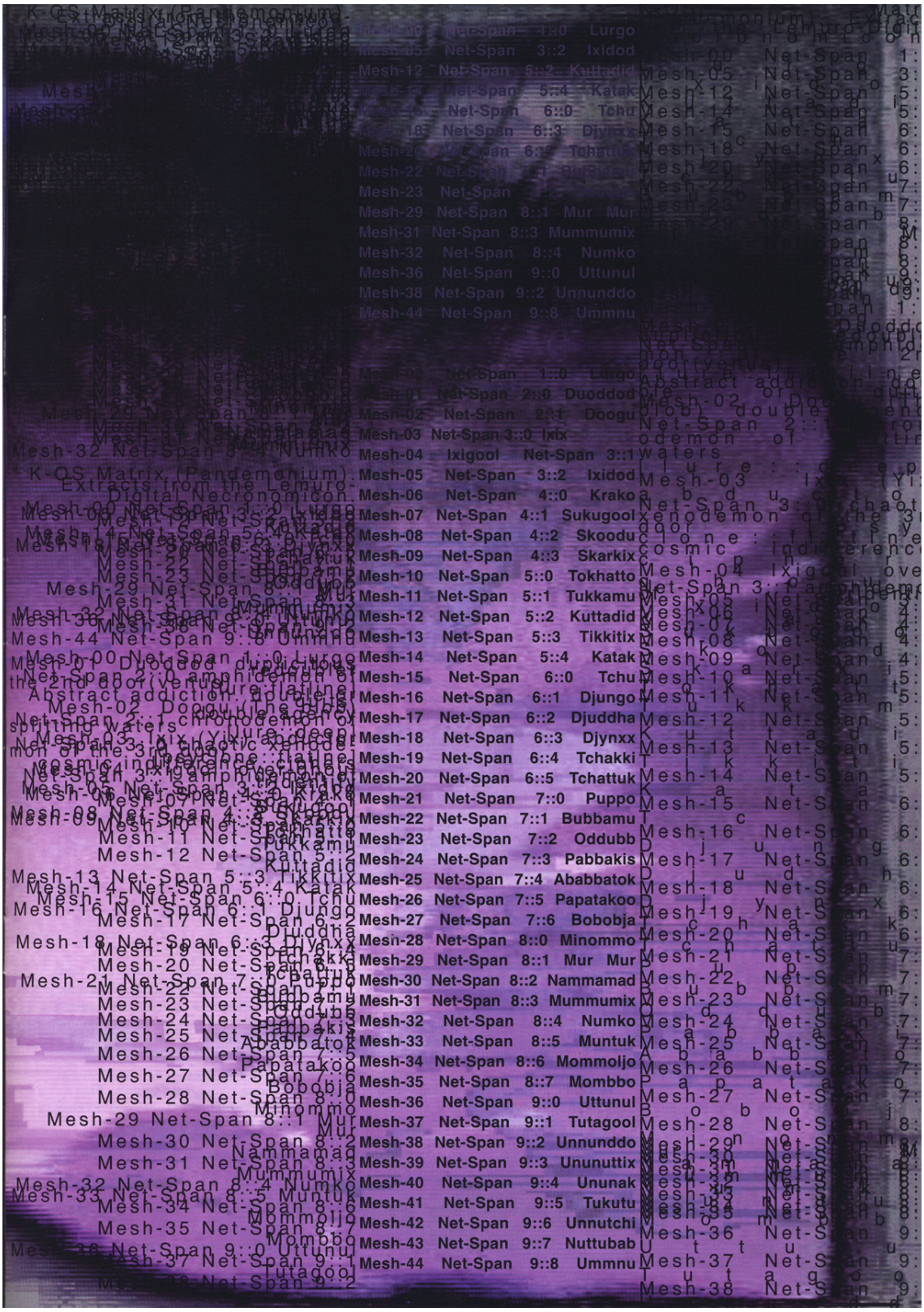
MESH-31. MUMMUMIX (MIX-UP). MIST-CRAWLER. (ANA-2).
NET-SPAN 8::3. AMPHIDEMON OF INSIDIOUS FOG.
RT-1:[81723] XENOCOMMUNICATION ON THE BACTERIAL PLANE. MITOCHONDRIAL TRANSMUTATIONS.
RT-2:[8172563] DISEASES FROM OUTER-SPACE. OANKALI MEDICINE.

MESH-32. NUMKO. PALAEOTERROR. (ANA-3).
NET-SPAN 8::4. CHRONODEMON OF AUTOCHTHONY.
RT-1:[418] SECRET DESCENT. TUNNEL-SUSTEMS. NECROSPELEOLOGY.
RT-2:[4518] DELUGES, INUNDATIONS, SUBMERGENCES.
RT-3:[817254] GAIAN BIOCYCLE (QUASI-COMPLETE CIRCUITS).

MESH-36 UTTUNUL IIS. SEETHING VOID. (NULL). DARK MAGNET TWIN
NET-SPAN 9::0. SYZYGETIC XENODEMON OF THE 9TH DOOR (PLUTO, SPINE-LEVEL: SACRAL). CTHELLL.
RT-0:[X] ANORGANIC PRESSURE-COOKER OF THE DESTRATIFIED EGG. CONTINUOUS METAL BODY (WITHOUT ORGANS). UTTER ATONALITY (0-INTENSITY FLATLINE). PLUTONIC LOOPING.

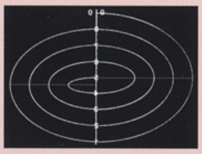
MESH-38 UNNUNDDO (THE FAKE NUN). DOUBLE-UNDOING. (ANA-2).
NET-SPAN 9::2. AMPHIDEMON OF ENDLESS ENCASINGS (ONION-SKIN HORROR)
RT-1:[27189] CRYOTOMB SCAVENGING. CENTIPEDE SIMULATIONS.
RT-2:[2754189] SHAMANIC METALLISM. TELECOMMUNICATION GRIDS.

MESH-44 UMMNU. ULTIMATE INCONSEQUENCE. (CTH-1).
NET-SPAN 9::8. AMPHIDEMON OF EARTH-SCREAMS (HATCHINGS FROM THE TERRESTRIAL EGG). UOMN (SONIC SOURCE OF THE UNIVERSE).
RT-1:[89]. MAGMIC CONVECTION.



Mesh-00 Net-Span 1::0 Lurgo
Mesh-05 Net-Span 3::2 Ixidod
Mesh-12 Net-Span 5::2 Kuttadid
Mesh-14 Net-Span 5::4 Katak
Mesh-15 Net-Span 6::0 Tchu
Mesh-18 Net-Span 6::3 Djynxx
Mesh-20 Net-Span 6::5 Tchattuk
Mesh-22 Net-Span 7::1 Bubbamu
Mesh-23 Net-Span 7::2 Oddubb
Mesh-29 Net-Span 8::1 Mur Mur
Mesh-31 Net-Span 8::3 Mummumix
Mesh-32 Net-Span 8::4 Numko
Mesh-36 Net-Span 9::0 Uttunul
Mesh-38 Net-Span 9::2 Unnunddo
Mesh-44 Net-Span 9::8 Ummnu

Mesh-00 Net-Span 1::0 Lurgo
Mesh-01 Net-Span 2::0 Duoddod
Mesh-02 Net-Span 2::1 Doogu
Mesh-03 Net-Span 3::0 Ixix
Mesh-04 Ixigool Net-Span 3::1
Mesh-05 Net-Span 3::2 Ixidod
Mesh-06 Net-Span 4::0 Krako
Mesh-07 Net-Span 4::1 Sukugool
Mesh-08 Net-Span 4::2 Skoodu
Mesh-09 Net-Span 4::3 Skarkix
Mesh-10 Net-Span 5::0 Tokhatto
Mesh-11 Net-Span 5::1 Tukkamu
Mesh-12 Net-Span 5::2 Kuttadid
Mesh-13 Net-Span 5::3 Tikkitix
Mesh-14 Net-Span 5::4 Katak
Mesh-15 Net-Span 6::0 Tchu
Mesh-16 Net-Span 6::1 Djungo
Mesh-17 Net-Span 6::2 Djuddha
Mesh-18 Net-Span 6::3 Djynxx
Mesh-19 Net-Span 6::4 Tchakki
Mesh-20 Net-Span 6::5 Tchattuk
Mesh-21 Net-Span 7::0 Puppo
Mesh-22 Net-Span 7::1 Bubbamu
Mesh-23 Net-Span 7::2 Oddubb
Mesh-24 Net-Span 7::3 Pabbakis
Mesh-25 Net-Span 7::4 Ababbatok
Mesh-26 Net-Span 7::5 Papatakoo
Mesh-27 Net-Span 7::6 Bobobja
Mesh-28 Net-Span 8::0 Minommo
Mesh-29 Net-Span 8::1 Mur Mur
Mesh-30 Net-Span 8::2 Nammamad
Mesh-31 Net-Span 8::3 Mummumix
Mesh-32 Net-Span 8::4 Numko
Mesh-33 Net-Span 8::5 Muntuk
Mesh-34 Net-Span 8::6 Mommoljo
Mesh-35 Net-Span 8::7 Mombbo
Mesh-36 Net-Span 9::0 Uttunul
Mesh-37 Net-Span 9::1 Tutagool
Mesh-38 Net-Span 9::2 Unnunddo
Mesh-39 Net-Span 9::3 Ununuttix
Mesh-40 Net-Span 9::4 Ununak
Mesh-41 Net-Span 9::5 Tukutu
Mesh-42 Net-Span 9::6 Unnutchi
Mesh-43 Net-Span 9::7 Nuttubab
Mesh-44 Net-Span 9::8 Ummnu



SYZYGY

MESHED navigates through a decimal labyrinth which
is composed of a series of twinned zones (syzygies)
and their interconnections. It's structure is
extracted from a (vastly) larger system and
coincides with the calender of
SYZYGY a time warp series at Beaconsfield,
26 February – 28 March 1999.
Other lines through the system are available on CD.

MESHED has been printed in an edition of 1000
Imagery and design by Orphan drift, text by Ccru. thanks to john and damian,
psychoactive situations. good digital alchemists. friction. dark sound. moebius
strips. physical magic. snake skin. touch. schizophrenia. machine vision. change.
escape velocity. difference in the species. Voyeurism onto chaos. creating
through extremes. liquid technology. peoples weird minds. chance and
convergence. free parties. voodoo. oceans.

SYZYGY website: www.kode.demon.co.uk/syzygy.htm
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Alphanumeric Gematria (A = 10, B = 11, C = 12, ... Y = 34, Z = 35).
Prime-5 = 11
Prime-11 = 31 = AL
Prime-31 = 127 = THELEMA = NUMBER
Do what thou wilt shall be the whole of the Law = 777.

Although they are collaborators with the most rigid and cruelest projects of control, how could they not feel a vague sympathy for the subterranean activity revealed to them? An ambiguity of the molecular line as if vacillating between two sides. One day (what will have happened?), a far seer will abandon his or her segment and start walking across a narrow overpass above the dark abyss [...] and depart on a line of flight to meet a blind Double approaching from the other side. -
D&G ATP 202

It seems that the disappearance had all the hallmarks of an alien abduction case. The victim had been found wandering by the roadside some distiance from the parental home. There were small, tell-tale burns. Except these marks told no tales. No conclusion was ever reached about the missing time. Extensive regressive hypnosis didn't even turn up screen memories.So what did happen?

[... to be continued in ABSTRACT CULTURE swarm 4]

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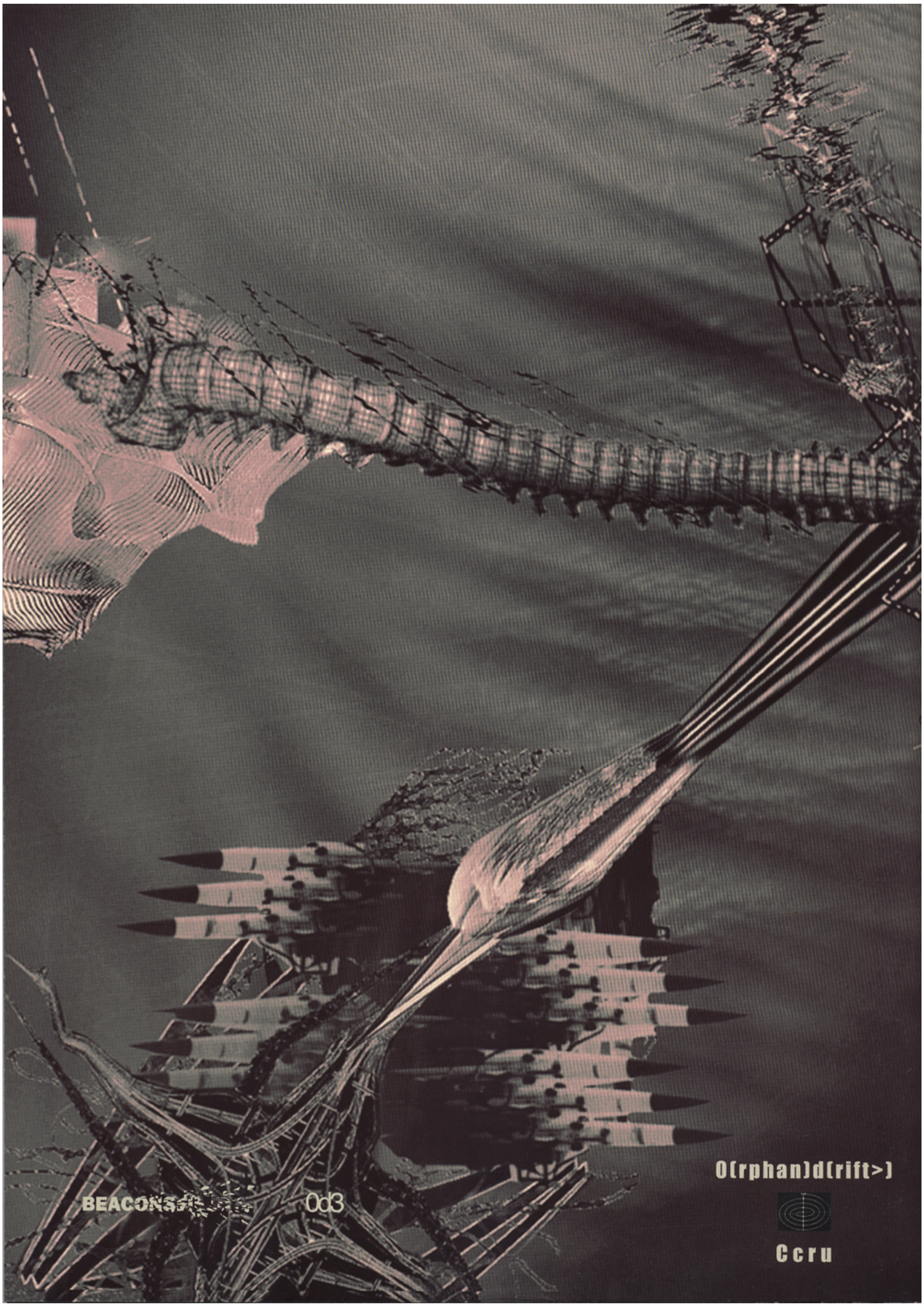
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